

The background of the image is a blue-toned illustration. In the upper left, a young man with light-colored hair and closed eyes is shown in a close-up, looking down. Below him, a large, dark, gnarled tree stands on a small patch of land. In the distance, a bright light reflects off the surface of a body of water. The bottom half of the image features a large, circular, glowing blue pattern resembling a musical staff or a magical seal, with golden, ornate structures extending from its center.

# ETERNAL SONATA™

PDF Walkthrough by Vhayste



## Introduction

In the final hours of the famous composer Chopin, he drifts into a fantastical dream world where he encounters a young girl bound by a terrible destiny and the boy who will fight to save her. On the border between dreams and reality, Chopin discovers the light that shines in all of us in this enduring tale of good and evil, love and betrayal.

### Copyright

This document is copyrighted to me, Vhayste®. It is intended for ~PRIVATE~ use only. It cannot be used in ANY form of printed or electronic media involved in a commercial business, in part or in whole, in any way, shape, or form. It cannot be used for profitable or promotional purposes, regardless of the situation. Breaking any of these rules is in direct violation of copyright law.

This document is protected by copyright law and international treaties. Unauthorized reproduction and distribution of this document, or any portion of it, may result in severe civil and criminal penalties, and will be prosecuted to the maximum extent possible under the law. Any characters, names, places, or miscellaneous objects are copyright of their respective companies.

Images shown in this document are originally produced by the author by taking his own screenshots and editing them via an image editing software; hence these images can't be used/ reproduced in any form unless the author said so. Unauthorized distribution of any resources found in this document, a part of the document or as a whole is considered violation of the copyright law.

Copyright 2008 Vhayste®  
All Rights Reserved



## Author's Note

Welcome reader to my PDF guide for Eternal Sonata. This guide should be released early this month but several stuff in life caused the unwanted backlog. Anyway, Eternal Sonata is my second guide for the Xbox 360. The first one was for Ace Combat 6.

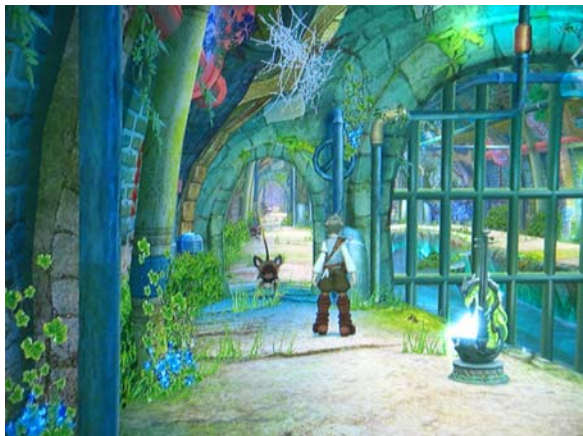
First of all, I apologize for the poor quality of the screenshots included in this guide; I was using Gamebridge before to capture still images but since the visual quality of the game will be drastically reduced while I have it connected, I just managed to take the screenies using an external digital camera. I really wanted to play and write a guide for this wonderful game. This is one of the few true RPGs released for the 360. The platform is dominated by shooters and this game is one way of cooling down away from the violence and bloodbath of FPS's.

Any feedback from you guys is very much appreciated. If you have corrections or suggestions tell me so; remember that I am doing this for FREE and I am investing my time and effort to make this guide as helpful as possible. I will try to cover everything that needs to be covered but I can't guarantee you that this will be perfect. Since I love using screenshots to make the guide more effective, spoilers may also lie ahead so read with care. That's all and I hope you will find this guide useful.

--Paul Vhayste

## The Basics

This section will just cover the new features of the game. If you have played an RPG before, then you should know most of the basics already. Form a party, defeat enemies, level up, upgrade equipment, clear stages, etc. Eternal Sonata is no different. However, there will some new stuff that needs to be discussed as you travel the wonderful world.



When traveling through plot-based stages littered with enemies, a battle is initiated when your character gets in contact with the enemy. No other action will be taken to initiate the battle. Just approach the enemy and "touch" it.

Attacking the enemy from behind gives your party initiative in battle.

The actual battle is a no-brainer. Eternal Sonata features a *semi-active* battle system where players take control of each party member and take action according to the limited amount of time given per turn. Each character will have at least 4 seconds to act. Every action will be deducted to the turn "duration". That includes walking, attacking and executing a special attack. Every successful hit when attacking does recover a few milliseconds so you can connect multiple hits then execute a special attack before the gauge is depleted completely. Let's take a look at the combat screen below:





The top menu displays all your character's HP. They'll faint if their HP reaches zero so use a revival item to get them back on their feet. Or better yet, use a recovery item when their HP is low.

The gauge on the leftmost part of the screen is the **action gauge**. This displays the amount of time the character has to act. In the early parts of the game, just stopping from moving will stop the gauge from depleting. But after your team reaches Party Level 2, the action gauge will be in *real time*. That means that the gauge will continuously deplete even if your character is standing still. This is very crucial. Just as soon as your character takes a step or swings her/his weapon, the gauge will start depleting. Fortunately, it won't move until you take an action. So think first before acting.



ETERNAL  
SONATA



The set of buttons at the center of the screen are your action buttons.

- Use your Left analog stick to move your character towards the target.
- Pressing the A button repeatedly will allow your characters to attack the target with multiple hits.
- Pressing the X button allows the character to use the currently highlighted item
- Pressing the Y button allows the character to use his/her special attack.
- The B button will only be active when your character is defending from an attack. The word "Chance" will appear just before the enemy attack. Guarding or pressing the B button right before the attack connects lessens the damage received.
- Holding the LB and RB buttons before your character's next turn will allow your party to run from the enemy.

*Other important notes:*

You cannot use items in your inventory alone during battles. You must set it first from the game menu. Setting it is light putting in a "belt" where they can be used during battles. There is also a limit to the number of active items you can set. Just think of it that they use slots. Each item has their size or how many slots they occupy. Better items often have larger slots.

Each character has two types of special attack. One is Light and the other is a Shadow type. Light based special attacks can only be used when your character is under a source of light. Shadow attacks obviously can be used when your character is under a shade.

Enemy types and attacks can be sometimes altered when they are under light or shadow. Keep that in mind and use it to your advantage.

The stars on the rightmost part of the screen are called **echoes**. Echoes enhance the power of the next activated special attack. They are produced for every successful hit at the enemy. Echoes are stored after achieving 4,8,12,16,24 and 32 hits respectively. All characters contribute to the storing of echoes and any character can use it. Note that when used, all stored echoes will be used. But the good thing is, hits from special attacks do add up echoes.



Special attacks are learned when characters reach a certain level. A character can only have one active light and shadow special attacks at a time. To change it, players need to access their main menu and check the status of the characters.



Pretty much, that's basically what you'll need to know. Basic RPG elements like towns, opening chests and checking out peculiar spots for hidden items should apply as well. The walkthrough below will guide through your playthroughs in the game, including real time tips and hints.

## Walkthrough

### CHAPTER 1 – RAINDROPS

#### =Path to Tenuto=

As the game starts, watch the opening scenes. After you gain control of Polka, save at the save point. Engage the very first enemy and check out the tutorial if you want.

Continue following the path, defeating the second enemy by the bridge. Go downhill and find a chest containing a **Peach Cookie** by the dead end. Backtrack to the main path, then past the bridge. Head to the next area.

Continue uphill and defeat the enemy. Follow the path, then cross the second bridge. Defeat the last enemy and continue uphill. Another cutscene will take place. After that, grab the item nearby then continue forth, defeating the enemies along the way. You will reach Tenuto Village after that.

#### =Tenuto Village=



Save at the save point. Polka's house is the large one with the gate. Do not enter yet. Take the upper left path to the Flower Fields. Examine the shed to obtain a **Floral Powder**. Go to the far end of the field and examine a bush to get an **Angel Trumpet**. Now backtrack to the village and enter the house to the right. Examine the shelf to get a **Peach Cookie**. Once that is done, enter Polka's house to proceed with the story.

#### = Ritardando =

After the scenes you will be taking control of Allegretto. There is nothing much to do here so to start off, examine the fountain in the center of town to get 10G. Now proceed to the southeast and you should find a ladder leading down, near several crates.

# ETERNAL SONATA





Examine the crates to get an **Angel Trumpet**. The ladder leading down is actually Retto and Beat's hideout but since there is nothing to do there, proceed northeast and enter the sewers.

### =Ritardando Sewers=



To start off, battle the first enemy. You will have a second tutorial. You will the option to bypass the tutorial and get into actual battle. After defeating the enemy, continue up with the straight path to find a chest containing a **Peach Cookie**. Go back to the first bridge and head south (front). Defeat the mouse guarding the chest. Enter the opening on the east wall.



You will find yourself in the center of the sewers. Run directly to eastern opening. Ignore the switch for the meantime. In the next screen, you will find a chest. Open it to get an **Angel Whitecap**. Go back to the previous screen and hit the switch.

# ETERNAL SONATA



Continue up, defeat the mouse and grab **Peach Cookie** from the chest. Proceed west until you get to the next screen with a save point. Save there and prepare for a boss battle. Make sure you check your set items, and also you should be at least level 5 to have a smooth battle. At level 4, Beat will learn a Light Attack called Fire Blast. But for this battle, equip Vivid Shot. Proceed north for a boss fight.



### ##BOSS: Bread Gang, Florite Mouse (x2)

Get rid of the two small mice first. Now position Beat near the main boss and he should be under the light to take photos of the boss. Taking photos, especially bosses can be sold at shops, which yields you more gold than the earlier bosses give. Take 12 shots of the boss. It's better if you move in front of him and get a full body or close up shot. Do not perform ordinary attacks if you are planning to take pics. Instead, use Vivid Shot as soon as you start your turn.

After taking all the needed pics, move Beat under the shadow and use his Rapid Shooter to deal damage at a distance. If you managed to block most of this boss's attacks, you won't ever need to heal for the entire battle.

**REWARDS:** Saber (Retto), Rat Tail

After the battle, watch the following scenes. The story will shift back to Polka and Frederic. After the entire dialogue, you will control Polka.

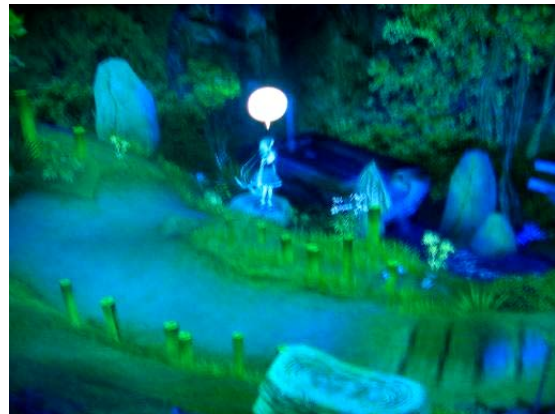


But because everything shifts only a little bit  
at a time, no one really notices the change.

# ETERNAL SONATA



### =Tenuto Village=



There are new items to be collected here. Once you have control of Polka, head to the doorstep of Polka's house then go left to reach a small water container. Examine it to get a **Floral Powder**. Now, get inside Polka's house for a short scene. After that, enter her bedroom to the left and examine the pot for an **Angel Trumpet**. Go out this time and cross the small footbridge. Examine the flowers near it to find a **Peach Cookie**. Continue north to exit to Heaven's Mirror Forest.

### = Heaven's Mirror Forest =



Follow the path. On the first fork on the road, go right and find an enemy guarding a chest (1<sup>st</sup> image). Defeat it to get a **Poison Whitecap** from the chest. Go back the main road and continue left.

In the next area, continue defeating enemies along the way. When the path splits again, head left to find a hidden chest (2<sup>nd</sup> image). Defeat the enemy near it if you want. Get **Angel Trumpet** from the chest. Backtrack a bit then go upstairs to the right this time.



In the next screen, follow the path then go right to get to the chest guarded by an enemy. Defeat it to get a **Walking Parasol** (Polka). Equip it then continue following the main path. Continue north but turn left (1<sup>st</sup> image) before the arc. Follow the short route until you reach a chest a little to the southwest. Get a **Poison Whitecap** from it. Backtrack to the main path then continue north to the next area.

In this area, go downstairs to the northeast and find a (2<sup>nd</sup> image) chest by the curve. Get a **Copper Necklace** from it. Equip this accessory to Polka. Go back then head left this time. Defeat enemies along the way and save. There is a boss battle ahead so prepare.

Again, make sure your characters are properly leveled. At least at level 5 or 6 should suffice in facing this boss. Check your item sets and include at least one Angel Trumpet just in case. After saving, continue north for a short scene. A boss battle ensues after that.



### ##BOSS: Forest Boar

This enemy has some solid and fast attacks that can really ruin your timing; hence, you will have difficulty in guarding most of its attacks. You can have Frederic attack it up close, then move Polka in the shadow and use Shade Comet at a distance. Just move any of them to the light if you need healing; both Frederic and Polka have healing skills as their light attacks.

**REWARDS:** Bamboo Shaft (Frederic)

After the battle, your **party level will increase to 2**. Now the action gauge will get depleted real time. That means it will keep on going down even if you are not doing anything. Your party can now use Echoes. This will be explained thoroughly on the next tutorial. (Or just refer to the quick guide section above). You will also unlock an achievement for this (10G)

### = Ritardando =

After the scenes, you will gain control of Beat and Retto again. Visit the shops first and sell the photos you have taken earlier. If you haven't done it yet, I suggest taking the photos of normal enemies in the sewers and sell them. You can still earn hundreds of gold from average pics. You should get enough gold to get additional supplies. Consider stocking Angel Trumpets. I suggest not buying any equipment since you can find good ones along the way. Equip the Saber you got from the Bread Gang boss earlier.

**ETERNAL  
SONATA**





First head back to the sewers and make your way to the area where you fought the boss last time. Talk to a girl named Lib and **trade the Rat Tail** you got from the boss for her **Stick**. Exit the sewers.

Back to the surface, go southwest and take the stairs leading to the sea shore. Now follow the small ledge going east and find an old man sitting there. Talk to him and he will **exchange his dentures** for **your stick**. Backtrack a bit then head to the southwest path to exit the town.

#### = Agogo Forest =

As soon as you head out town, a short scene will trigger. Once you gain control, continue forth. The first enemy will approach you and you will enter battle. This is actually a tutorial battle about echoes and the effects of shadow and light on some enemies. Defeat the enemy and continue forth.



Once you see a wooden path, go right and find a chest containing a **Copper Necklace**. Equip it to anybody. Continue following the path, you can defeat enemies along the way until you reach the next screen.

In the next area, keep going forward to find a chest containing a **Serpentine Lock**. Equip it immediately to Beat. Go around the path and continue heading northwest. Follow the path until you see a Great Coconut in the middle of the fork in the road. Defeat it if you want then go right. Grab the **Light Guard** from the chest. Also, take note of the painter here. He is one of them guys you will need to talk to later for your small trading quest.

Backtrack to the main path then go left. Save and prepare for a bossfight downstairs.



### ##BOSS: Baby Dragon, Florite Mouse (x2)

Start off by defeating the mice. Then, continue attacking the boss and store up echoes. Remember that Beat can attack from a distance so use this to your advantage. This enemy has few solid attacks, yet they are slow and you can easily guard to most of them. You can guide Beat to the shadows and use Rapid Shooter. Don't forget to take pics of this boss. If you want better pics, wait until its health is almost depleted and take a pic with Retto beside it.

**REWARDS:** Stone Sword Hilt

After the battle, a short intermission occurs. Just watch through it. After it is done, you will take control of Polka's party.

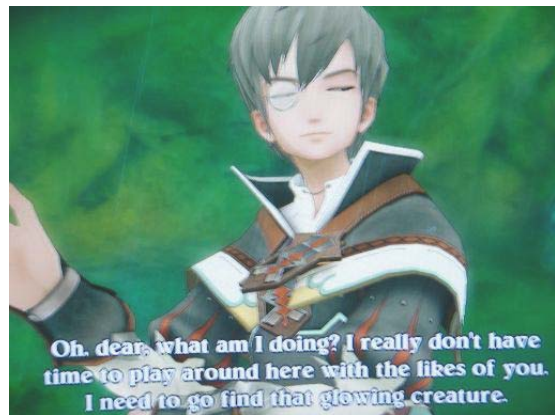


Equip the Bamboo Shaft to Frederic. You can also equip the Stone Sword Hilt to him if you want. Save your game then proceed north. Grab Polka's **Pretty Clothes** from the chest along the way. Continue following the path and defeating enemies. After going upstairs, keep on heading west along the curve in the road to find a chest hidden from plain view. Obtain a **Glowing Tail** from it. Take the stairs after getting the item.

Continue northwest first to find another hidden chest. Get Polka's **Wet Umbrella** and equip it immediately. Backtrack a bit and follow the other path till you reach the next screen.

In the next area, defeat the Great Coconut that is blocking a path leading to a chest. Grab the **Hunting Coat** for Frederic. Equip it as well. Continue following the path until you reach a save point. Save then watch the scenes.

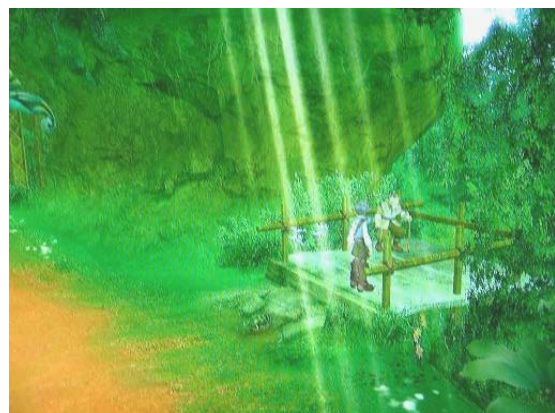
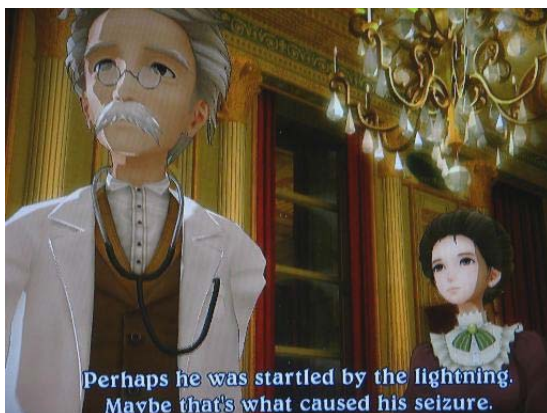




### ##BOSS: Fugue

Don't bother attempting to win this fight. Its part of the story so just watch this boss wipe out your team in no time.

**REWARDS:** None



You will gain control of Beat and Retto after the following scenes. This is just the same path Polka has taken earlier. The chests are already opened and the rain has stopped. Just continue following the path until you reach the save point. Save, go past it and find an old man stomping something. Talk to him and **trade the Dentures** you have to get a **Green Paint**.

Now, make your way all the way back to where you found the painter earlier. The main path is straightforward anyway so you won't get lost. **Trade the Green Paint** to the painter to get **Long Johns**. Head back where you found the old man and follow the path northwest to reach Agogo village.





### = Agogo Village =

Upon setting foot on the village, you will have a short scene. Once you gain control, you will have a full party of three. Before heading west, examine the small altar/shrine nearby. You will get your first **Score Piece**. Head east a bit then enter the house.



Obtain a **Club Clover** from the top right corner of the house. Search the very well hidden empty cage to the left part of the house (as shown in the first image above) to get a **Twilight Feather**. Exit, then head east to enter the shop this time.

Examine the nearby crates to get a **Floral Powder**. From there, go right and examine the edge to get a **Glowing Tail**. Continue heading down to reach the merchant. Get some new equipment or sell the photos you have taken earlier. Get the Cork Baton and Hunting Coat for Frederic, two Breast Guards for Beat and Retto, and lastly the Guardian Clothes for Polka to use. When ready, head out and save. I suggest replacing all Peach Cookies in your item set list with Floral Powder. Continue west for a short scene and a boss battle.



### ##BOSS: Ogre Champ & L'Opera Knight x2

This enemy has a good number of strong attacks but they can be blocked easily. As usual, start off defeating its minions. If you need money, stay at a good distance with Beat and take 12 photos of the boss. If you can squeeze in Frederic and Retto in the same frame, the higher the score.

Keep on attacking the boss with Frederic and store echoes. Once you have taken 12 shots with Beat, move him to a shade and attack at a distance using Rapid Shooter. Heal as needed and unleash your full 32 echoes when ready. It should take around 3-4 full echo attacks to bring this boss down.



Watch a few more scenes, and the chapter ends. You'll also unlock the achievement for completing the chapter.

## CHAPTER 2 – RAINDROPS



When you get your control back, change Polka's armor. Go back in town and go west to the area where you fought the boss. Examine the flower bed for a **Poison Whitecap**. Visit the shop to sell the photos. If the photos are still hazy, wait for a few minutes until it becomes clear and developed completely before selling. Buy more Floral Powder if needed. Head out town to the Chorus Plains when ready.

= Chorus Plains =



Start off by completely going to the west. Find a chest containing a **Leather Hide**. Continue forth to the bridge and a small conversation will take place. You should have noticed the paper trash on your way to the bridge. Collect them all.

1. Near the bridge
2. Along the fence to the right
3. Near Agogo Village's entrance/exit

Return to the goats and give the papers to them. They will leave the bridge and you can pass through the next area.

ETERNAL  
SONATA



In the next area, follow the western side to find a chest, containing the **Jezail** for Beat. Also, talk to the goat herder nearby to **trade your Long Johns** for a **Goat's Milk**. Now examine the rock on the northwestern corner to get a **Club Clover**. Continue heading east to the next area.

Keep on following the path and defeat the enemies along the way, until you reach a savepoint. Check your party's equipment and item set, save your game and proceed forward. A short scene will take place and you will be thrown into a boss fight.



## ##BOSS: Maledictor x2

These two can cause problems if you're not careful. They will move to the back and will cast long range spells. Viola will be part of this battle as well. Move her at medium distance to get a better shot using her bow. Attack the enemies using her bow instead of melee for greater damage. If Beat is part of the time, make sure to take pictures of the enemies with your allies in the same frame.

You can squeeze the enemies together so that you can damage them both with every attack. As usual, stock up echoes; 24 or 32 should deal considerable damage to them. If you can't herd the two together, concentrate on one target at a time to deal more damage.

**REWARDS:** None

After the battle, watch the following scenes. You will be in Viola's house.







Examine the chest to get a **Club Clover**. Exit out of the house back to the Chorus Plains. Ignore the old man, just continue upstairs north to the next area.

### = Cabasa Bridge =

Just cross the bridge and head for Fort Fermata. Scenes will take place along the way.



### = Fort Fermata =

Save, then continue all the way up. The door in the end is locked so enter the opening to your left.



In the next area, follow the path till you reach a ladder. Climb up and continue following the path until you find another ladder leading down. Go through the room (this will also be called the moving room) to reach the first savepoint. Save, take the ladder up and proceed north, over the roof. Find the **Paper Umbrella** for Polka by the broken path.

ETERNAL  
SONATA





Equip the weapon on Polka. Continue southeast until you reach the walls. Continue going southeast, while following the walls until you reach the outermost pathway. Go down the very first ladder and follow the path. Enter the room and defeat the enemy. Grab Polka's **Red Velvet**. DO NOT PUSH THE SWITCH YET. Backtrack to the ladder; continue running north until you reach the walls. Continue following the path until you reach an opening. Enter it. You will find yourself in a small corridor called Fort Fermata: Over Central Road. Save at the savepoint, continue east to the eastern part of the fort.



Continue heading southeast until you reach a similar switch room (image 1). Take the ladder down, enter the room and activate the switch. Head back to the western part again. Once you reach the western part of the fort, backtrack all the way back to the savepoint. You will see that the moving room has changed positions already. Go through it to reach the chest on the other side (image 2), containing Retto's **Poison Blood**.

Now, go back to the switch room where you got the Red Velvet and activate the switch. This should reset the floating room to its default location. Now, go back to the savepoint (in the same area) then enter the switch room adjacent to it. Push the switch to move the floating room to the other side. Return to the eastern part of the fort.





In the east part of the fort, make your way to the savepoint. The floating room should be there already so find the ladder, go down then go through the floating room. Upon exiting, look for the southern ladder then climb up. Proceed northeast, past the floating room's roof. You should find another ladder. Go down there.

Cross the footbridge to reach the other switch room. Activate the switch again to move the floating room to another position. Find your way back up then cross the floating room's roof again. Climb down, then go through the room. Find Frederic's **Maple Baton** from the chest on the other side. After taking that, head west to reach the outermost ring/path. Follow the path south and you should find Viola's **Rapid Fire** in the edge of the broken path. After getting that, head north until you reach the walls. Just continue following the path until you reach the second opening in the walls. Climb down the ladder and prepare your fighting party. Make sure you have checked your item sets as well.



#### **##BOSS:** Killer Knight, Maledictor x2

For this battle, use Viola. Her Heal Arrow skill will be very useful here, aside from the fact that she can well attack from a distance. For the attackers you can have Frederic and/or Retto. If you are short in cash (which I doubt at this point), use Beat. Make sure you equip Vivid Shot not Night Shot so that he can still attack using Rapid Shooter after taking pics.

To start off, defeat the two minions. Due to the boss' large size, you can block his advance by standing your attackers close together. This boss has a few solid attacks on its sleeve so be ready to guard as much as possible. As usual, store echoes and use special attacks when ready. Viola's Heal Arrow can heal everybody, anywhere in the area. Make sure Viola attacks using her bow.

**REWARDS:** Fort Fermata Key, Lace Veil

After the battle, your **party level will increase to three**. At this level, you can assign two special attacks each for light and dark. You can initiate the second special attack by holding the button. Your item slots will increase to 20 as well. In the other hand, your tactical and real time will be reduced.



Watch the following scenes from another party. Once you have control, get the **Score Piece 2 from the chest**, just beside the gate. You may remember some locked doors in the Fort earlier and the key you acquired from the boss is indeed the one needed to open those. But there is nothing special to be done with them for the meantime. So exit to the next area.

= Hanon Hills =



Follow the path, defeat the enemy and grab the chest behind it. Obtain an **Angel Trumpet**. Continue following the path (there will be a short scene if you try examining the queer looking glyph on the rocks) until you reach the next area. You should see a caravan being attacked by monsters. Aid the poor guy by defeating the enemies.



After a short conversation, the merchant will sell you some really good equipment and uncommon items. Sell the photos you have taken earlier first. Buy all the upgrades you can get for your party. Viola doesn't have any upgrades here unfortunately. Buy as much Club Clovers as you can since they are not a common commodity. You can also rest here for free so take advantage of it.

There are two nearby enemies so if you want some more extra cash, switch one of your fighting members to Beat, take pictures of the enemies (wait for the pictures to develop completely), sell the pics, rest and proceed with your adventure. Grab the **Odd Chocolate** from the small off-road area as well.

ETERNAL  
SONATA





Walk uphill and you should find a traveler resting under a tree. **Trade your Goat's Milk** for a **Piggy Bank**. Continue forth and grab the chest containing a **Club Clover** from another off-road path. Continue following the main road.

In the next area, defeat the enemy guarding the bridge and continue your way uphill. You will find a chest that has **Lace Veil** along the way as well. Continue forth until you reach Forte City. After entering the city, you won't be able to return to the previous areas you visited.

= Forte City =



After the short scene, head east to get to the inn. After entering, a short scene will trigger. You will now need to find the mischievous kid. Before you leave, examine the drawer to the upper left corner to get a **100G**. Leave the inn. Proceed to the town square first.

Talk to the little kid near the stairs and **trade your Piggy Bank** to get **Speed Shoes**. There are really wonderful accessories so equip them to any of your characters. Now, talk to the gentlemanly pop first and play some scores with him. Below are the rewards and the appropriate scores.

Rank	Reward	Score
S	Lion's Mace	8 (new game+)
A	Ezi Cracker	2
B	Peach Cookie	1 or 3

You can play the scores 1 and 2 that you have to receive both rewards. When ready, head back to the city entrance.



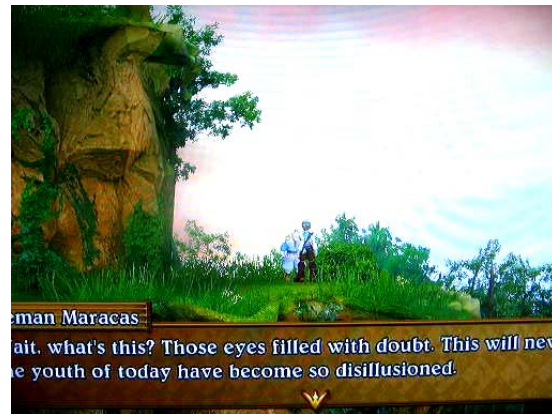


Head west a bit and find a man harassing a shopkeeper. He will then ask you to give him 100g. Since you won't be able to buy anything from the shop unless you do so, give him the gold. After he leaves, check out the shop inventory and upgrade your party's equipment.

After donning the new equipment, head east a bit and enter the bar behind the shop. Talk to the maid and examine the trash can to get Beat's **Lead Slug**. Exit the bar, then talk to the tipsy old man several times until he gives you a clear lead where to find the kid. Head west to the cliffs.

Talk to the man behind the cart and proceed north. There should be a small scene. After that, take the rope down to the new area.

#### = GLISSANDO CLIFFS =



Rappel two ropes down the jump. Take the rope going up to reach the chest that contains a **Bubble Straw**. Continue going down and on the last cliff, you can find a place to jump east. There is a guy there named **Wiseman Maracas** where you can play your scores but since you don't have the proper scores, ignore him. Do remember this spot when you start your game over. Just continue heading to the bottom then head west to the next area.

Rank	Reward	Score
A	EZI Certificate	5 (new game+)
B	Tailored Clothes	23 (new game+)

ETERNAL  
SONATA





Jump to the other side then go down two ropes. Enter the small opening to get a **Hell Mustard**. Go back up one rope then go west this time. Find an almost invisible rope near the tree. Take it to go down.



Jump off the cliff to the west then go down the rope. Find a chest that contains a **Silver Necklace**. Go back up, then jump to the east. Go further east a bit then find another rope leading down. Go through the small cavern then rappel down again. Go east, then down another rope. Keep on heading east, jump down from the edge, just left of the waterfall. Climb up the rope to reach a chest containing Viola's **Reed Bow**. Go east this time (beware of the enemy) then jump off the cliff. Save, then go down the nearby rope to reach the next area.



Jump to the left and follow the path through the cavern to reach a chest containing **Speed Shoes**. It should be the second one you'll get in the game. In case you missed one of the trading items along in the way, this one is another way of continuing the chain; though you will lose this after trading. Equip it to any of your characters for the meantime. Backtrack a bit then go east. Take the rope leading down.

ETERNAL  
SONATA





Make your way all the way to the left this time. Jump down to the left twice, then down the rope. Keep heading west then around the large tree. Find a hidden chest containing a **Spirit Arrowhead**. Backtrack all the way to the east then go down both ropes. Head all the way west to reach the next area.

Go west, then down using the rope. Head all the way west past the cavern. Jump to the right, then continue down again along another cavern. Go right to find Viola's **Larkspur Robe**. Backtrack a bit and take all the ropes leading down, until you reach the bottom. Head west and you'll have another scene. After the scene, you will be back at the city. Sell any pictures you may have taken, save then proceed to the inn.

#### = Forte City =

After staying at the inn, head out then save again. Check your item set and party equipment. When ready, go to the town square to initiate a scene and a bossfight.

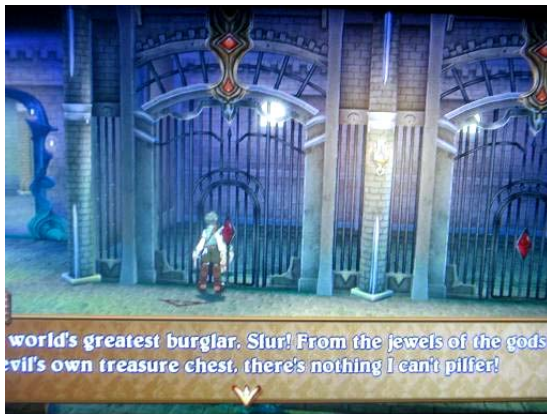


#### ##BOSS: Tuba

Tuba has really powerful and damaging moves that can easily dispatch your characters if they are under-leveled or you weren't able to block most his attacks. Fortunately, his attacks are rather slow and even with average response, you can still block them. Just apply the normal tactic of storing echoes and healing as needed. It shouldn't take that long to defeat this villain.

**REWARDS:** None





After the battle, you will find yourself in the dungeon with Salsa. After a few scenes, you will be in control again. Head to the right and find a guy called **Thief Slur**. You don't have the appropriate scores to get the items from him so just remember his location and the scores needed.

Rank	Reward	Score
A	Emerald Bracelet	17 (new game+)
B	Copper Necklace	14 (new game+)

Examine the boxes near the opening on the wall to get a **Club Clover**. Exit through the opening.

= **Andantino Secret Passage** =



Head south first, then take the path to the right on the very first split. Follow the path, save, then continue south to reach the next area.

As you cross the bridge, look for the two markers and jump down (first image). Grab the **Branch Sword** for Retto. Jump down again head to the right to find another chest containing a **Star Cookie** (second image). Keep heading left this time, until you reach the next area.

Follow the path until you reach another split on the road. Head south to grab Polka's **Frilly Umbrella**. After getting it, continue all the way to the north to reach the very first split a while ago. Head right, save and cross the bridge completely.





Continue following the path until you cross another bridge. Jump down to acquire a **Charmed Scales** for Retto. Jump down and backtrack the same path you have taken before, until you reach the next screen (image 2). Grab Frederic's **Buffalo Horn** from the chest.



Go around the falls then follow the path leading down, then around to the northeast. Find a **Dragon Scale** from the chest. Continue further north and follow the path past the falls and the large roots. This is pretty straightforward from here on so just make your way out to the exit and a scene will take place.



After the scene, you'll find yourself back in Hanon Hills. Make your way back to Fort Fermata. You will find the same guy that traded you the Piggy Bank on your way to Forte City. This time he will request for Speed Shoes. Unequip it if it is used by another character.

Talk to the man and trade your **Speed Shoes** for a **Fruit Basket**.

Continue further south to reach Fort Fermata.

= **Fort Fermata** =

Continue heading south, and the shortcut should be open by then. Make your way to the Cabasa Bridge. Cross it and halfway, you will get a boss battle.







### ##BOSS: Tuba

Tuba still has the same attacks and skill from the last time. And also, Beat will be automatically thrown in this battle. Tuba's attack is still damaging as ever and he can take out your character in a few turns if not careful. Guard his attacks and heal often. You can use beat to attack safely at a distance and help build echoes. 3-5 special attacks should be enough to bring this guy down.

**REWARDS:** Crescent Blade

After the battle, watch the following scenes and you will be automatically taken to the next stage.

## CHAPTER 3 – FANTASIE-IMPROMPTU

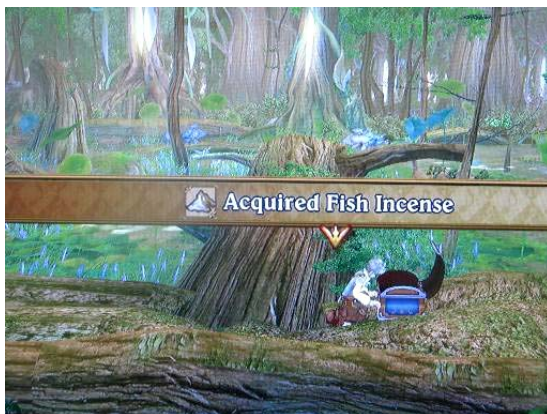
= Adagio Swamp =



Watch the scenes. Once you gain control, the achievement for completing the last chapter will just be unlocked. Falsetto, Claves and Jazz will be in your party. If you want, you can switch to the three of them to check out their attacks. Falsetto and Jazz are awesome attackers. Claves however, is just a so-so. Anyway, just check out your party's equipment then head east when ready.







Take the path north, then follow the path around towards the south. Upon reaching the southern part, go east and defeat the enemy guarding a chest. Acquire **Fish Incense** from it. Head north this time, up in the wooden trunk to reach another chest containing an **Angel Trumpet**.



Go down and cross the water. Keep going right, defeating the enemies along the way then around all the way to the south. Upon reaching the southern ledge again, head east, to find Viola's **Shallow Shooter** from the chest. Backtrack a bit then take the other path leading east to the next area.

Keep following the path to the right, then south, until you reach the southern ledge again. Head north to the swamp and defeat the two Blue Gils guarding the way. Head all the way north the hidden passage. The path will curve left. Just follow it (beware of another pair of enemies that can't be seen immediately) to reach a hidden chest containing a **Mammoth Armor** for Jazz or Retto. Backtrack all the way back to the southern ledge, then head north over the bent tree trunk this time.





Once you reach the other end of the trunk, head east a bit then go up. If you continue to the easternmost edge of the southern ledge, you'll find a fish out of the water. Remember this location for the meantime. After reaching dry ground, take the path to the right, leading to chest containing Jazz's **Falchion**. Follow the path north, then as it turns around south. On the end of the path, go north to the save point. Save then head to the next area.

#### = Cantabile Inn =



Watch the next scenes. You will stay in the inn for the night. After waking up, exit your room then enter the guest room to the right. Examine the nearby plant pot to get Falsetto's **Meat Hook**. Talk to the man and Retto will agree to help him catch his pet. After that short mini-event, you will hand over the Fruit Basket with the rat in it. You will receive a **Winder** in return. Exit the inn.

Examine the pushcart along the way to get a measly 45G. Go north and examine the boat to get **Score Piece #3**. Continue heading north to reach the next area.

#### = Woodblock Groves =

First thing to note that while in this area, your party will be poisoned on every battle encounter. Heal often after and during battles as needed.



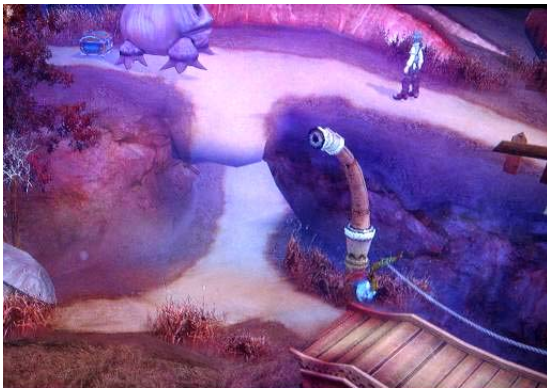
To start off, head north then jump to the left. Follow the path to find **Hungry Drum** sitting along the road. Talk to him and play Score Piece 1 with him to obtain the S Rank reward. The B rank score can be found in this stage however, the reward is not worth walking back.

Rank	Reward	Score
S	Brilliant Brooch	1
A	Gold Necklace	8 (NG+)
B	Poison Whitecap	4

Continue forth then jump down from the wooden bridge. Go around the path then up the tree trunk. Defeat enemies until you reach the chest containing Retto's **Back Sword**. Jump down to the main path, then go north to the next area.







Jump off the second edge, then continue north. Go past the two bridges, then follow the path around. On your way north, jump from the stone bridge, then follow the path until you reach Claves' **Fencing Saber**. Jump down to the main path, then continue north until you reach the next area.



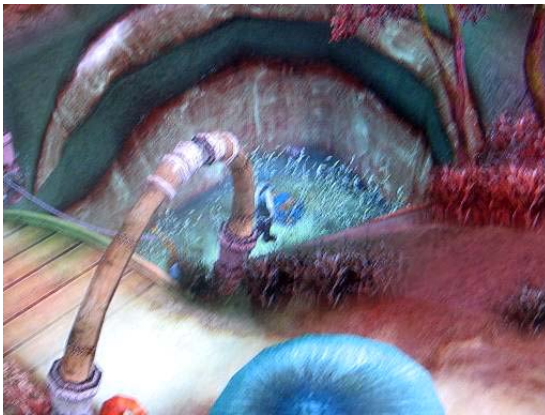
Here you'll receive neutralizing stones from Jazz. This is a very useful passive item that greatly reduces poison damage. To start off in this area, save first, then go uphill. Jump down from the edge, then go left, pass the bridge. Jump down again from the mushroom edge. Go left then follow the path until you reach the chest containing the fourth **Score Piece 4**. Jump down to the main path then make your way to the mushroom bridge. Cross it this time. Continue north a bit, then take the path left.



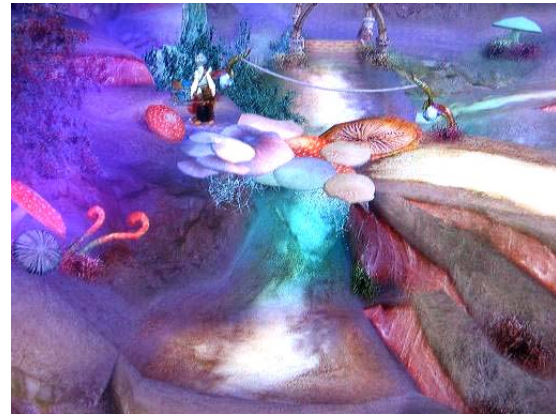
Find a Bloody Onion in the lower right corner and talk to it. Trade your **Winder** for an **Empty Vase**. Now backtrack all the way to Adagio Swamp to the location of the dying fish. Examine the fish and after a few conversations, you will receive a **Power Ring**. Equip this wonderful accessory to any of your primary attackers. Backtrack all the way to the location of the Bloody Onion in Woodblock Groves and continue further south.



Jump from the bridge, then follow path to reach the chest over the bent trunk. Acquire **"Big Paper Fan"**. Jump down then continue north to reach the next area.



Follow the path then jump from the first bridge just around the first corner. Grab Viola's **Windblow**. Proceed to the left and get an **Angel Trumpet** from chest. Jump down to the main path, then follow the path again, past the bridge you jumped from earlier. Once you reach the dead end of the path, jump from it.



Follow the path again, until you reach a wooden bridge to the south. Jump from it and head northwest, along the path. Find a chest containing **Recovery Gloves**. This invaluable item recovers 10% HP every turn. Equip it immediately. Jump down, then head north. Jump down using the ledges to be back on the main path again. Head north, follow the path until you reach the next area.

As soon as you reach the next area, the Neutralizing stone will break. So if you'll backtrack something from here on, the poison damage will be back to normal. Check your team's equipment and item set then save. Proceed north for a boss fight.



## ##BOSS: Trick or Treat, Mushroom Up (x2)

Your party will still be poisoned during this battle. I suggest using Viola for this battle so that she can heal and support at a distance. Falsetto can build echoes with ease so you may consider bringing her in. Jazz's attack range is not something to be ignored, either. Not to mention that he has great HP and defense ratings. Just choose whoever plays as the two main attackers.

Take care of the minions first. This boss has very damaging attacks but nothing you couldn't guard. Just don't hesitate to use healing skills and items when needed.

**REWARDS:** Recovery Gloves, Floral Extract

After the battle, continue north and there will be a scene. Your party will be consisted only by Retto, Viola and Falsetto. After the scene, head east first to the next area. You will find **Lonely Pitch**. You can only get B rank rewards here so just get it if you want. Head back to the falls and enter the cave to reach Andante.

Rank	Reward	Score
S	Onyx Bracelet	23 (NG+)
A	EZI Photo	20 (NG+)
B	Shadow Tail	1, 3

= **Andante** =

Follow the path, by crossing the two bridges. Now enter the room before the stairs leading down. Talk to **Sullen Melody** on the right side. Just like the other one, you can only get the Rank B reward. Examine the shelf beside here to find a hidden **Score Piece 5**.

Rank	Reward	Score
S	Floral Powder	10, 12 (NG+)
A	Amethyst Bracelet	31 (NG+)
B	Peach Cookie	1

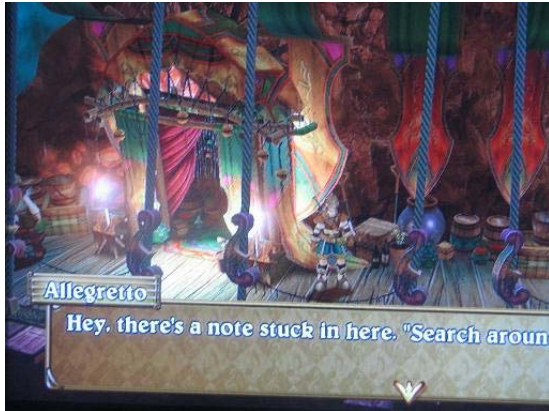


Go down the stairs and check out the shop. It contains really good upgrades for your characters so make sure you purchase all the equipment you need. Enter the two rooms nearby to get some events.

# ETERNAL SONATA



Head all the way west and examine the barrels. You should find a note that instructs you to search behind the stone pillar. Head all the way back to the very first bridge from the entrance. Search behind the pillar as shown in the second image to get another **score piece (#6)** Head all the way back to the shop, then head east to reach the Lento Cemetery entrance.



= Lento Cemetery =



In this stage, you will need to carry the colored flames and put them in their corresponding candlesticks to open a path. ***Always remember to retrieve them on your way out unless specifically mentioned otherwise.*** Start by heading all the way north to engage in a small event. You will get the **red flame** automatically. Head south then find the red gate to the southeast. Put the **red flame** in the **red candlestick** to open the path to the next area (Blockhead's Boneyard).

(Blockhead's Boneyard)





Head to the upper northeast corner. Retrieve the **blue flame** (1<sup>st</sup> image). Head out to the main path, retrieve the **red flame** along the way. Now from the main path, head northeast. Put the **blue flame** on the **blue candlestick** (2<sup>nd</sup> image) to clear the fog. Enter the next area.

#### (Old Age Acres)



Make your way to the lower northeast corner to find Falsetto's **Mailed Fist**. Now go to the upper northeast corner. Put the **red flame** on the **candlestick** to open a path. Follow the short path and grab another **red flame**. Return to the main path, taking the **red** and **blue** flames along the way. From the main path, head south a bit, then go to the immediate left. Open the path using a **red flame**; continue to the next area.

#### (Warrior's Burial Ground)



Make your way to the northwest gate. Use **blue** and **red** flames to extinguish the **purple fog**. Follow the short path again to reach another **blue flame**. Now, make your way back to the main road; retrieve all flames along the way. Now go southwest a bit, then use the **blue** and **red** flames to open up a path through the **purple fog**. Enter the next area.

#### (Gone Too Soon Graveyard)

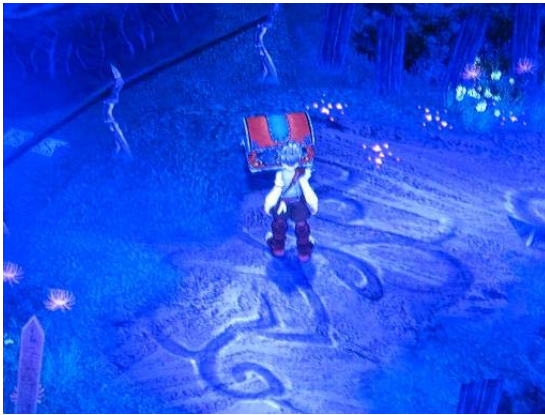
Head to the upper northwest corner, then put the **blue** and **red** flames to open up the path. Take it to reach the next screen.

#### (Back Road)

Follow the path and grab the **Lion's Mane** from the chest along the way. Continue following the path until you reach the next area.







### (Entrance to Spring)

-follow the path then save. Proceed to the southeast path to reach the only **green flame**. Backtrack to the main path. Don't forget to retrieve all your flames on your way back. Save if you'd like, then enter the Blockhead's Boneyard again.

### (Blockhead's Boneyard 2)



Head to the northeastern gate. Use the **red flame** to get past, then use the **blue** and **green** flames to open the path and reach the chest containing a **Chivalry Armor**. Return to the main road, taking all the flames along the way.

Once you're back on the main road, go to the Gone Too Soon area, just lower left from the savepoint.

### (Gone Too Soon Graveyard 2)

Go to the northwest and open the purple gate. Leave the flames there for the meantime. Exit to the main road and, retrieve the **blue** and **red** flames along the way. On the main road, go to the northernmost yellow gate. Open the path using the required flames. Head left to reach the Back Road. Continue down, then exit to the Gone Too Soon Graveyard.



Retrieve the **blue** and **red** flames, then place them in the candlesticks to the southwest. Use the **blue flame** to open the other gate. Follow the path to reach the chest containing Retto's **Hellstriker**. Retrieve all the flames, then open the purple path. Head all the way back to the Entrance to Spring area.

Save there, check your party's equipment and item set. **Unequip the Power Ring if its currently equipped on Falsetto!** You will need this for the trading later. Open the blue gate and enter it when ready.



### ##BOSS: Death Crow, Light Antique x2 (x2)

Viola will be your lifeline here so keep her distance and have her provide long range fire support. Start by defeating the Light Antiques. Beware that this enemy has some really solid blows that can drain HP fast if you're not careful.

Since it is flying, it is possible to miss your shots. I suggest attacking the part where his tail is; this way all your attacks will connect. Use 24 or 32 echo special attacks everytime you have the chance.

**REWARDS:** Thunder Stir

Watch the following scenes. Chapter ends and the corresponding achievement will be unlocked as well.





## CHAPTER 4

# GRANDE VALSE BRILLIANTE

=Baroque Ship=



Watch the following the scenes. Once in control, head upstairs. There is a merchant there so make sure to upgrade your equipment and restock your supplies. After that, go downstairs the second set of stairs to the southwest, to reach the next area.

Examine the barrel behind the stairs to get a Bubble Straw. Head right and enter the room. Examine the shelf to the upper right corner of the room to get **Score Piece #7**. Make your way back to the deck, then head to the right for a short scene/conversation.



Once you have control again, examine the crates to obtain Beat's **Piercing Shell** accessory and **Score Piece 8**. Head to the left and enter the door to the northwest, by the stairs. In this room, examine the desk to get a **Hell Mustard**. Exit the room, then head upstairs to the left. After a short scene, your party will board the pirate ship. You can switch ships by talking to the sailors by the ramps.

# ETERNAL SONATA



=Pirate Ship Dolce=



Head north, save then go downstairs to enter the ship. Enter the first room to the left. Defeat the pirate raider and jump down the hole. Get **Wormwood** from the chest. Jump down, exit across the hallway and then upstairs on the next room. Exit the room upstairs after that. In the hallway, head north a bit. A short scene will take place. Keep heading north then enter the door to the left. Defeat the pirate and get **Very Odd Chocolate** from the chest. Exit the cabin, then enter the room to the right this time. Go downstairs.



Head south, then open the door to the left to reach the hallway. Enter the door to the left again; get a **Glowing Tail** on the northeastern corner of the room (1<sup>st</sup> image). Exit to the hallway then go north to find a **Floral Powder** from the chest. Head further south of the hallway. Enter the door, then go downstairs. Save your game.



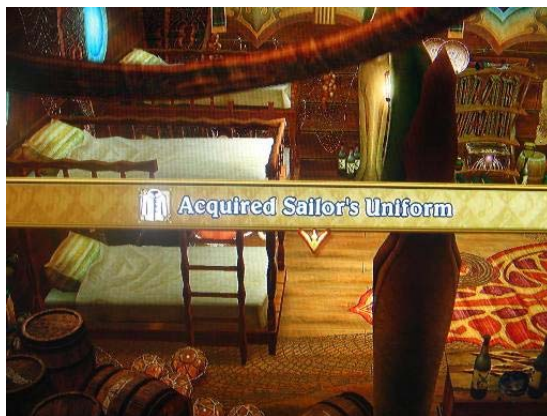
Exit the cabin then enter the door to the left. Get **Goddess Bouquet** from the chest. Exit to the hallway. Head further north then enter the door to the left and find **Captive Conga**. You can get the S and A rewards by playing scores 3 and 4 consecutively.



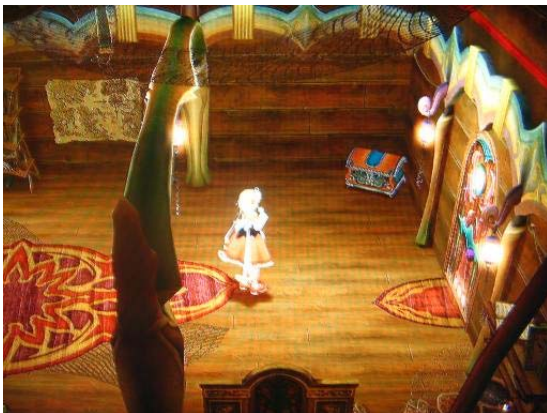
Rank	Reward	Score
S	Dark Brooch	3
A	EZI Scarf	4
B	Twilight Feather	16, 17 (NG+)



Exit to the hallway and enter the door to the right. Head upstairs to reach Basement LV2- Pantry. Get Salsa's **Mercy Breath** from chest. Head south, then jump down. Exit to the hallway, then go south until you reach a dead end. Enter the cabin to the right. Head east a bit then jump down again.



Get Frederic's **Harmonic Wand**, the jump down again. The pirates below will battle you so beware. Defeat them then exit again to the hallway. Enter the door to the left and find a **Sailor's Uniform** between the beds. Exit to the hallway.



**ETERNAL  
SONATA**

Head north, past the two pirates standing back-to-back, then enter the first door to the left. Get **Fish Incense** from the chest. Exit again to the hallway. Enter the room to the right this time. Defeat the enemies and get **Score Piece** (#9) from the semi-hidden chest. Exit again to the hallway.



Head north, then enter the next room to the left. Acquire **Goddess Bouquet**. Return to the hallway, go north a bit then enter the next door to the right. Get **Floral Powder** from that room. Go back to the hallway. Backtrack again to the room where you found the Fish Incense earlier (3 doors down to the left). Head left this time then go upstairs.



Head north, defeat the enemies along the way then go upstairs again. Head north, then jump down. Grab **Pirate's Key** from the chest. Hop down again and exit to the hallway. Head north to enter the next area. Continue heading north until you reach the save point. Check your equipment and item list. Enter the door up north to initiate the boss battle.

#### **##BOSS:** Dolce, Pirate 1st Lt, 2nd Lt

In this battle, having Polka will be very helpful but not a requirement. Even at level 20+, the boss and her minions can deal massive damage so have a lot of revival and healing items ready. For Polka, you can equip her with the Brilliant Brooch you got way back from the Woodblock Groves and set her primary light skill as Earth Heal. If you want to stay on the offensive, you can set Shooting Star as your secondary skill. Also, since Earth Heal will only recover your allies' HP, make sure to keep Flower Powders or Extracts handy for Polka.

Another thing to note about this boss is that she will mostly attack you from behind; making it impossible to guard her attacks. However, her attacks are slow so you won't have a hard time to block them all when you have the chance.

**ETERNAL  
SONATA**

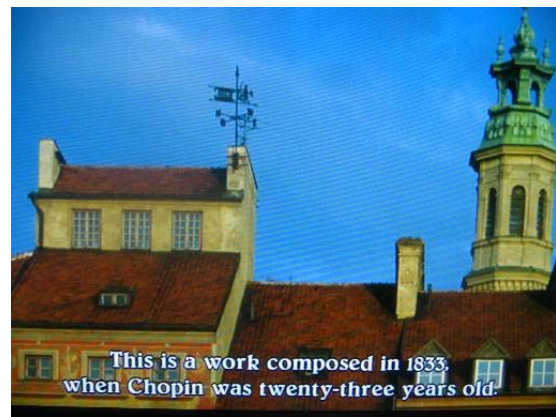




Though it's a common practice to store up to 24-32 echoes before releasing them, I suggest fight fast and normally. Execute your special attacks before your turn ends to get rid of Dolce's subordinates quickly. Storing them in this part of the battle won't be proficient.

Prioritize killing the minions first. They have more HP than the regular pirates you've encountered and they can also heal. After getting rid of them, you can now begin storing the preferred number of echoes before unleashing the ultimate special attacks.

**REWARDS:** Pirate's Paper 1. Skull and Bones. Torn Umbrella



Watch the scenes after the battle. After getting back the control, save the game and enter the castle to start another intermission.

=Baroque Castle=



After the scenes, equip the new skills, equipment and configure your item set. Though Skulls 'n Bones adds up great defense to Salsa, it has a STOP side effect. Don't equip this garb at all. When ready, head south to the main hall. Take the first hallway to your right. Talk to Impatient Pizzicato and play scores 2/9 or 3.

Rank	Reward	Score
S	Angel Trumpet	3
A	Ruby Bracelet	22
B	Peach Cookie	2, 9





Enter the second door and examine music box to get **Score Piece** (#10) Return to the central hall. Go upstairs to the left this time, then take the path up. Find **Celebrity Marcato** from the arc corridor. You can play the scores 7/9 or 1.

Rank	Reward	Score
A	EZI String Phone	1
B	Club Clover	9

Head further right this time, following the corridor until you reach the straight hallway. Now keep heading northeast and enter the room at the end.



Examine the large clock to get **Score Piece** 11. Exit out, then enter the guarded room for more scenes.



**ETERNAL SONATA**



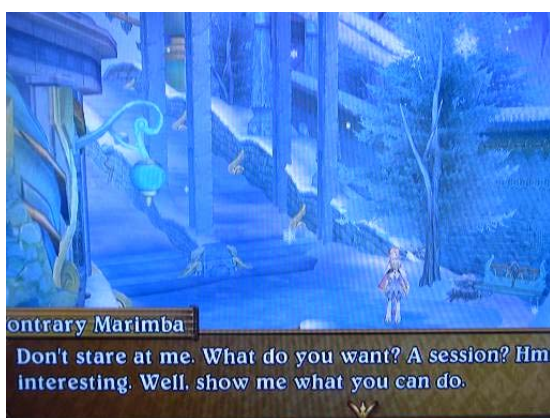
## =Baroque City=



After the scenes, you will be in the city. Head east first to find **Lonesome Loco** near the stairs. You won't be able to play any scores for him for the meantime but just take note of the scores needed and the rewards as listed below:

Rank	Reward	Score
S	Sky Blue Brooch	15
A	Topaz Bracelet	32 (NG+)
B	Fallen Feather	22

Continue heading to the right to find the garbage dump. Examine the trash cans to obtain **Mouse Metronome**. Backtrack a bit then head south to the next area.



After going downstairs, talk to **Contrary Marimba**. He's the kid stomping on the snow. Play scores 5 and 6 to get both A and B rewards.

Rank	Reward	Score
A	Smiling EZI	6
B	Glowing Tail	5

After that, check out the shop just around the corner. Stock up with supplies and of course, upgrade your equipment. Once done, take a visit to the hotel across the shop.

**ETERNAL  
SONATA**

Inside the hotel, go upstairs and enter the leftmost room, within the short hallway. Examine the desk near the door to acquire **Score Piece 12**. Also, during your second playthrough, make sure to talk to an old lady within the Hotel; otherwise, you won't be able to get Score Piece 30. Exit the hotel, head south past the train.



Save if you want, then examine the snow covered plants at the center of the street to get **Snowpuff Cookie**. Go south a bit then enter the small house to the right. Once inside, examine the barrels and jars to the right. Obtain a **Feathered Hat** accessory. Head south this time to reach the city entrance.

Examine the snowman to the left to get the next **Score Piece (#13)**. Head all the way back to your starting position then head left to exit to the next area.

=Sharp Mountains=



Head up from the main path, then examine the idol inside the little shrine for 320G. Go uphill to the right, defeat the enemy. Get the **Shard of Sampo** from the chest. Go down, then take the path to the left. Defeat the enemy. Examine the flowers to obtain **Snowpuff Cookie**. Backtrack to the main path then go left this time. Continue following the path, to reach the next area.





Take the path to the right. Continue following the path north, through the cavern. Continue heading north towards the light until you get a "?", Examine the area to get **Score Piece # 14**. If you go left, there will be just an enemy waiting. Defeat it if you want; otherwise, head back to your starting position. Take the path left this time.



On your way uphill, take the icy slope to your immediate left. Continue going up until you find a chest containing Frederic's **Bird Cloak**. Go back down, continue going uphill. Defeat the enemy in the northernmost part of the path and grab **Elegant Clothes** from the chest. Go back down a bit then head right to reach the next area.



Defeat the enemy on the upper left platform to get Salsa's **Chakram**. Mercy's Breath is still better so for collection's sake keep the Chakram. Head north a bit, then look for a crevice or hole on the slopes to the right. Go up on it and talk to a hidden session NPC named **Killer Bell Lyre**.

**ETERNAL  
SONATA**

You can play the required sessions and get both the rewards.

Rank	Reward	Score
A	EZI Egg	14
B	Star Cookie	3/7

After that, get back to the main path, continue heading up to the next area. Go right, then save. Head north to the lodge to activate some scenes.



Once you have control again, get Beat's Warhammer Pistol from the chest and examine the hearth or fireplace for **Score Piece 15**. Exit the lodge, then continue north to reach the summit. Enter the cave and save.

=Wah Lava Cave=



Save, then follow the path to the left. Grab the **Snowpuff Cookie** along the way. Continue to the left to reach the next screen. After the short scene, head southwest from the split path to reach a chest containing Polka's **Saffron Parasol**. Now head to the left again to reach the next area.



Keep going left, then jump down from the jump point. Get **Floral Extract**. Jump down again, defeat the enemy to the right and take the path south. Get **Score Piece #16** from the chest. Backtrack a bit then take the path left this time. Continue following the path until you reach a savepoint.





There will be three enemies guarding the split path. Go south first, defeat the enemy to obtain Frederic's **Resonating Wand**. Backtrack a bit then head west this time. Defeat the enemy guarding the jump point then hop down until you reach a chest containing a **Goddess Bouquet**.



Jump down once then follow the path north until you reach two jump points. Jump down from the leftmost jump point to find chest containing a **Hard Jacket**. Head south first to the next area. (*Wah Lava Cave/ Middle 1*)

Continue heading south (defeating enemies along the way) to reach the next area. (*Middle 2*) Here you should find an enemy guarding a chest. Defeat it and grab the **Cloud Cape** from the chest. Make your back to North Side 2. Just use the left route you have taken since its much shorter compared to the eastern path.



Continue south then follow the path to the next area. Save the game and jump from the central jump point. Jump to the following platforms to reach the correct path down. Landing on the wrong drop point will require you to make your way back up with lots of enemies waiting. You can boost a level if you want to clear the enemies on both sides.

Head south to reach the next area.

# ETERNAL SONATA



The path will be split to two. Go down south first, then jump your way to the east. You will find a chest containing **Mouse Metronome**. Return to the main path then jump down from the jump point.

Head all the way west, then defeat the enemy guarding the east turn. Follow the winding path east until you find a large monster looking at the flame lotus. Defeat it and examine the crack on the ground for a short scene. Behold the familiar faces! After the short conversation, you will be thrown into a mini-boss battle.

**##BOSS:** Dolce, Pirate 1st Lt, 2nd Lt

Their attack patterns are still the same as before. Your party sure has gained a few levels since your last battle with her crew so this will be easy. Still be cautious and guard their attacks. Same pattern applies; defeat the minions first using immediate special attacks and unleash level 24-32 echoes on Captain Dolce.

**REWARDS:** Pocket Watch, 85000 Exp

After the battle, there will be more conversation. You will get **Pirate's Paper 2** after that. The Pocket Watch is a great accessory so equip it to your attacker to gain more time per hit. As you may already know, this battle will reward you with enough exp to boost your levels by 2-3. When ready, make your way back up first, until you reach the split path earlier. Head all the way west this time to the next area. (*South Side 2*)



This is just a straightforward path so follow the route to reach the next area. (*South Entrance*) Jump your way south. You'll come across a chest containing a **Celestial Hourglass**. Continue jumping down to the south until you reach a savepoint. The path to the east is just a continuation of the path you took to face Dolce, so don't really bother.

Check your equipment, item set and make sure everybody is in full health. Once ready, save first and follow the path west to the exit.

**ETERNAL  
SONATA**



After the scenes, you will be thrown in a bossfight. Now you will have revenge.



### ##BOSS: Fugue

His attacks are devastating and he can really take out your characters easily if you're not careful. However, his attacks are rather slow so it shouldn't be a problem getting the timing right when guarding. Heal often as needed and make sure you stock your echoes before unleashing your special attack. Having Salsa's Deadly Orbit on 32 echoes can deal as much as 40,000 damage+

Don't worry; if you defeated Dolce earlier with ease, then you shouldn't have that much of a problem eliminating this sucker.

**REWARDS:** Brisingamen, Torquatus

Your party level will increase to 4. You will have the following changes:

- Tactical Time is reduced from 3 seconds to 1 second.
- **Counterattacks** are now available
- **Harmony Chains** enabled for echoes 24 above.
- Item Slot increased to 30

Counterattacks are the same as the Guard command whereas you'll need to press the corresponding button when prompted. Harmony Chains allows you to execute two consecutive special attacks in a single attack run. This is will be very useful against the bosses you'll fight later.

Watch the following scenes, as the chapter concludes. Unlock 2 achievements as well.



## CHAPTER 5

### NOCTURNE

=Ritardando=

Your party will be composed of Retto, Beat and Frederick. Once you gain control, save then head out of the hideout. Look for a kid walking around the fountain. Talk to him (**Worrynot Horn**) and play score pieces 1 and 3 to get both rewards.

Rank	Reward	Score
A	Cherry EZI	3
B	Star Cookie	1



After that, enter the bakery. Examine the oven at the back to obtain **Score Piece #17**. Then, examine the breads on display to the right to obtain **Score Piece #18**. Exit the bakery after getting those. *Unequip the Power Ring if its currently equipped on Retto!* After that, exit then proceed north towards the church for a short event.



Once inside, the others will join as well, including March. Once the scene is finished, you will be controlling Retto. Head to the beach for another short scene and the control you will be transferred to Beat. March will be part of the fighting party now so use her if you want. Don't enter the next area yet.

Visit the shop first and check out some great new equipment. Restock supplies and sell photos if you have any.

ETERNAL  
SONATA





Now, head southeast towards your hideout; a kid will be waiting there. Get near and he will talk to Beat. You will find yourself inside the *Sewers: Rear Section*. Once you have control, exit the sewers.

Go to the pharmacy to the middle west of the town. Talk to the clerk. You will learn that the last cold medicine has been purchased already. Now visit the house uphill, across the pharmacy. Talk to the big lady sweeping the floor. You will need to **trade your Power Ring** for the **Cold Medicine**. Return to the sewers and give the medicine to Lib. You will receive a **Spell Book** as a reward. Exit the sewers.



Oh, sorry. I didn't mean to surprise you. I was worried you were up to, so I thought I'd come over and say hi

Before heading back to the church, go to beach first. Head west, then enter the cave. Talk to the man inside. Learn about Chord, the first mineral powder guinea pig. Take note of this since you will need to search for more clues in Baroque. Head back to the church. And enter the door for the next dungeon.

=Mandolin Church =

Keep heading north until you reach a split path. Take the path east first. Keep heading east to reach the next area. (*Catacombs: East Section*)

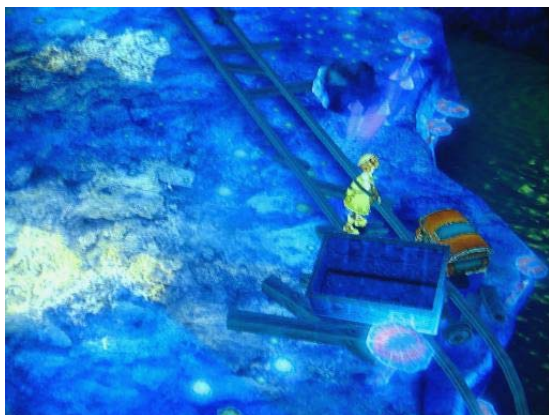


Keep going south this time. Find a chest containing **Score Piece #19** along the way. Continue heading south to reach the other side of Retto/ Beat's hideout. Get the Retto's **Scramasax** from the chest. Head all the way back to the first split path. Head west this time.





Keep going north; defeat all enemies that are blocking the path to reach the next area. A scene will trigger. Once you have control, save first, then go left, then up to another split path. Take the path west and find two enemies guarding a chest. Defeat both of them and get Frederic's **Prophetic Cane** from the chest. Examine one of the pillars as well. After that, take the path east this time, then continue north to reach the next area.



Find a **Power Ring** behind the mining cart. Continue up north then cross the small rail track across the water. Keep going left and defeat the enemy guarding the chest. Obtain Viola's **Double Crescent**. Equip it to her, then backtrack a bit then go north this time. Find another chest guarded by an enemy obtain a **Diamond Clover** (first image below) from it. Cross the tracks east, back to the main path. Continue heading up north to reach the next area.



Continue heading northeast first to find a chest near the waterfall. Get another **Diamond Clover** (second image) from it. Go back to the path and head northwest this time. Continue following the path until you reach the next save point. Prepare for a bossfight in the next area. I suggest checking out your special attacks. Make sure you set special attacks with multiple hits to quickly restore echoes after the Harmony chains.

# ETERNAL SONATA





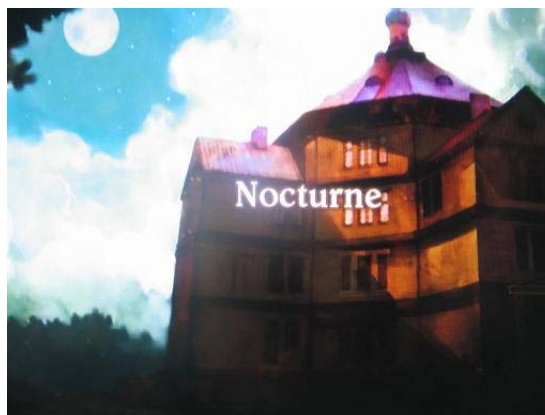
### ##BOSS: Root Lurker

This boss has really damaging attacks and most of them are really fast- making guarding almost impossible. I suggest using Viola here. You will need to heal as often as possible and use items only when needed. Your Harmony Chains will play a great part here so if you have multi-hit attacks like March's Supernova or Salsa's Deadly Orbit, they will be your best bet in dealing immense damage while recovering a good amount of echoes for quick 24 or 32 echo build-up.

I suggest using March in this battle. Assign her Full Moon Bind skill as the second skill after Supernova. Binding the boss is a very effective way of reducing his number of attacks considerably. Also, have Viola attack at a distance; the longer the range, the greater the damage.

**REWARDS:** Herebra, Crimson Brooch

After the battle, watch the following scenes. The intermission will take place and you'll get a new piano piece for playback later.



ETERNAL  
SONATA

### =Baroque City=

After the scenes, you will find yourself outside the castle. Get back inside first to the main hall.



Take the stairs to the left, then enter the second door to find **Shallow Sweet**. Play scores 12 and 3 to obtain both Rank A and B rewards.

Rank	Reward	Score
A	EZI Pajamas	12
B	Poison Whitecap	3

Exit the room. Go west to the end of the hall then up again to enter the laboratory. Find a bubbling green flask to the northwest of the room. Examine it to get a **Magatama** (accessory). Exit the castle.



Once out of the castle, go downstairs then go right to the garbage dump. If you have talked to the man inside the seaside cave of Ritardando, you should find an old lady near the dump. Talk to her to learn more about Chord's plight. After that, go downtown.

Check out the shop for new items and equipment. Make sure to set any new skills you may have and upgrade your party's equipment. Restock healing items as well if needed.

Now go further south and save. Enter the bar to the left side of the street. Enter the backdoor to reach the wine cellar. Talk to the man and choose the 3<sup>rd</sup> option.





A small chat will take place and a mini-boss battle will take place.



### ##BOSS: Dolce, Pirate 1st Lt, 2nd Lt

Consider this battle as the same as the first two. However, you should be careful since they can deal more damage. Same strategies apply. You will need an active healer here so use Viola. Otherwise, stock up some Diamond Clovers and Angel Trumpets.

As usual, go after the smaller targets. They can revive and heal so taking them out is your top priority. Dolce's attacks can deal thousands of damage if not blocked so guard often. Her crew's HP has already increased as well so expect some solid 24/32 special attacks with Harmony chains to take her down.

**REWARDS:** 85000 exp, Werewolf Choker



The experience that your party receives after this battle is still enough to boost 2-3 levels easily. After the battle, Dolce's crew will leave a chest. Your team will open it automatically. For your first playthrough, you will receive a Peace Earring. For encore or new game+ mode, you will get a Pirate Paper 3 instead.

Once you have control, examine the barrels to obtain the 20<sup>th</sup> **Score Piece**. Exit the bar. If you need some healing, head back to the hotel and stay for 200g. Now go back south again, save, then exit the city to the next area.

# ETERNAL SONATA

### =Celesta Forest=

Keep heading south along the bridge. In the next event, the merchant will tell you that you need the Aria Temple key. Now check if you have the **Spell Book** accessory. If you are following this guide, you should have got it while on Ritardando as part of the optional trading sequence. If you don't have it then continue deep in Celesta Forest; there is one located in a chest. Otherwise, head back to the castle laboratory.



Talk to the magic researcher. After a few conversations, you should be able to trade your Spell Book to his Aria Temple Key. Once done, head out of the castle, then talk to the merchant on the bridge to get **Score Piece 21**. Continue following the path to reach the next area.



Save, then follow the road. There should be a little off road path to the north of the road. Follow it to reach the chest containing Polka's **Snow White**. Continue following the road again to the next area.





Take the small off road path to the right (1<sup>st</sup> image) to reach the chest containing Salsa's **Orbis**. Now, go to the other side of the road and find another chest guarded by a lone enemy. Defeat it and grab the **Spell Book**. If you haven't acquired the Aria Temple Key yet, backtrack to the castle and give this accessory to the magic researcher. Otherwise, continue following the path until you reach the temple. An event will trigger once the party arrives.

#### =Aria Temple=

Save first, then use the portal to reach the next area. Just be wary of the Sorbies (insect-like) enemies here since they can deal thousands worth of damage if you failed to block their attacks. Heal often as needed. You can also lure them in the shade to transform them to their lesser form, Ice Melody (bat). You will earn lesser experience if you killed them on this form though.



Go east first. Defeat the two enemies in this hall. Take the NW corridor to find a Sorbie with a chest with it. Defeat it, and the chest beside it will be warped to the hall. Collect Viola's **Imperial Guard** bow from the chest. Follow the NW corridor till you reach the next hall with a staircase. Find an enemy hiding behind a pillar. Defeat it and another chest will be warped in one of the corridors in this area. Head SW to the corridor.



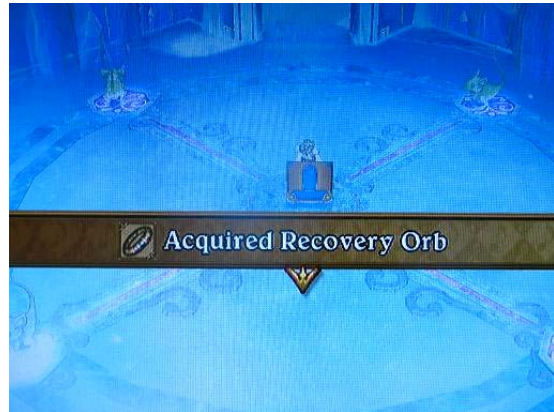
Follow the corridor. Defeat the enemy on this hall and proceed to the SE corridor. Defeat the enemy blocking the path, and the nearby chest will be warped to yet another location. Backtrack to the hall to the NW to find the chest and get a **Lion Armor** from it.

# ETERNAL SONATA

Now continue to the SE corridor. Make your way to the NE hall, then to the NW corridor. The chest that was warped earlier will be along this corridor. Get Jazz's **Rib Crusher** from the chest. (Avoid using this weapon; stick with Herebra. The attack power is great but it has a STOP side effect, which will cause you to lose precious seconds before Jazz can act) Continue along the corridor till you reach the stairs. Go up and grab the **Bubbly Hat** from the chest. Go back down and make your way back to your starting point. Enter the central room to find a seal with four enemies on it.



Now, defeat all enemies within the seal. *Don't harm the rats!* After defeating all four, use the rope that will be lowered in the center of the seal. Climb up to the next area.



On the second floor, defeat all enemies currently not stepping on the seal. On simpler terms, defeat all non-rat enemies. Doing so will reward you with a **Recovery Orb**. This is a very invaluable item that recovers 20% of the user's base HP. Very helpful especially in boss fights. Now clear the remaining enemies on this room (clearing the whole floor is mandatory to get the last chest on this area; besides the Ice Eaters provide great amount of experience, perfect for farming and level grinding) Exit north.





Take the SE corridor first. Ignore the mice on the hall for now; defeat the enemy on the SW corridor. The chest behind it will warp to the eastern hall. Grab Beat's **Flintlock Pick**. You can now start clearing the enemies in this room. After defeating all of them, the last chest will be warped to the western hall. Get Frederic's **Oracle Cane**. Make your way to the stairs going up. Take it to reach the next area.

On the next floor, grab the Tundra Vest from the chest. Just follow the corridor till you reach another set of stairs. Go up to the last gallery. Now prepare your party; check their equipment, skills and your item list. For your two members, make sure they have at least Recovery Gloves/Orb equipped. You can equip the Crimson Brooch to your main attacker and the Werewolf Choker to anybody that can deal continuous combos for storing echoes faster. Now you'll need to select the first two party members; you can put anybody on the third slot. Save and enter the northern hall for a short scene and a boss battle.



### ##BOSS: Rondo

Rondo is fast and her attacks can really ruin your day. Guarding is sometimes a matter of mashing the guard button during her turn. Falsotto will be your third party member here and fortunately, she will be almost at the same level as your party.

Viola will be the healer of choice here since she can heal anywhere in the area as long as she is in the light and attack at a distance as well. Jazz or Allegretto with Crimson Brooch can deal over 100,000 damage on normal special attacks or harmony chains. Falsotto is great for building up echoes. Just watch your team's HP and guard as much as you can.

Avoid attacking Rondo up front since she is really good in blocking. To deal most damage, attack her from the side or rear. If your party is leveled up pretty good at this point, you won't have that much problems with this chick-with-a-sword.

**REWARDS:** Heart Pendant, Death's Head

Watch the following scenes and the chapter will conclude. The corresponding achievement for this chapter will be unlocked as well.

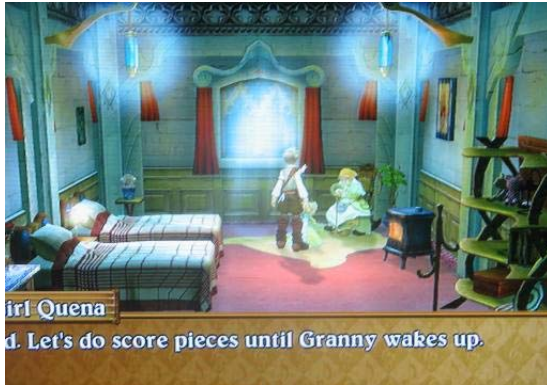


## CHAPTER 6

### TRISTESSE

#### =Baroque City=

Check out the new equipment in the shop. Upgrade as necessary. Once you are done shopping, enter the hotel and go upstairs.



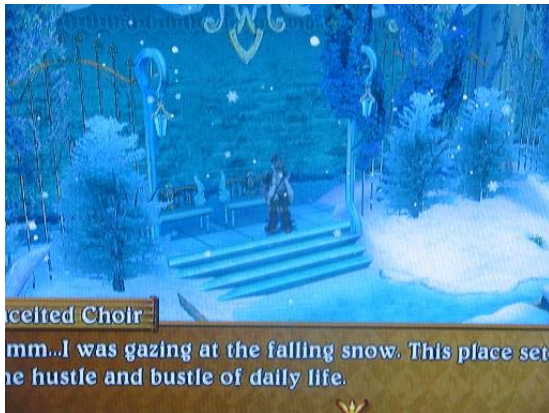
Enter the door to the left of the central painting. Talk to the kid called Granny's Girl Queza and play the appropriate scores to get all the rewards.

Rank	Reward	Score
S	Obsidian Mirror	10
A	EZI Paddle	7
B	Fish Incense	9

Exit the hotel once done and go back up to the castle. If you haven't done so, talk to Lonesome Loco along the way; he located to the left of the stairs leading to the castle and play score 15 to get the Sky Blue Brooch. Enter the castle after that.

#### =Baroque Castle=

In the main hall, head north to reach the Audience Chamber. Now head all the way north, then right to find a small hallway leading to the side-garden of the castle. Exit to the garden and find Conceited Choir by the bench. Play all the necessary scores to obtain all the rewards.



Exit to the garden and find Conceited Choir by the bench. Play all the necessary scores to obtain all the rewards.

Rank	Reward	Score
S	Odd Chocolate	11
A	EZI Handkerchief	8
B	Snowpuff Cookie	3

Go back to the main hall, then take the stairs to the left and continue along the hallway to reach the Prince's Room (door with the guard) enter it for a brief scene. Now head back to the main hall then take the stairs to the right. Find Princess Serenade's room along the hallway (the door with a purple mat) for another brief scene. Exit to witness the next scenes and the intermission. You will get the warp room key afterwards.





Once you have the key, exit the castle and immediately head to the left. Find a locked room. Use the key to enter. Save at the savepoint, then warp to To Coda Ruins using the active portal.

=To Coda Ruins=



Continue north to find a portal. Use it and you will warp to the towers. Follow the path to reach the next portal. Use it to reach the next area. In this island, head to the northeast portal and warp through it. Defeat the enemies on the tower and use the portal there to reach False Pride Island.



Head to the northernmost portal. Use it to be transported to the towers. There will be two portals available. Take the portal to the right first. This will take you to the island that contains a chest. Grab the **Matchlock Axe** from the chest. Warp back to the towers then take the portal to the left to reach Conceit Island.



Save, then walk northeast a bit, behind the wall. The camera should shift so that you can see a chest containing Salsa's **Lunar Eclipse**. Continue north to find a portal that will take you to the towers. Go north and defeat the enemy by the edge. Jump down from it and take the portal to the next area. Head north to reach a portal leading to *Resentment Island* (you can defeat all enemies in the area to have a good exp boost)



Save, go all the way north (ignore the first portal) then go to the right, then south along the path. Take the portal to reach the hill and a chest containing March's **Solar Eclipse**. Take the portal back then head west. Use the warp point there, to reach the towers. Use the portal there to reach the next island. (*Jealousy Island*)



Save again, then follow the path to reach the portal in the NE corner of the island, which will take you to the towers. Take the portal to the left and you will be transferred to another island. Defeat the enemy there to reveal a chest behind it, containing Retto's **Claimh Solaris**. The portal to the right will just take you to an isolated tower with one enemy - yet nothing is special about it so just ignore it. Backtrack to the west portal to return. Take the NE portal this time. You will be warped to the next island (*Suspicion Island*)

Head all the way to the SW corner of this island to find a chest hidden behind the wall and trees. Grab Frederic's **Apollo Staff**. Continue northwest and take the portal to reach *Distress Island*.





Defeat all enemies if you want. Take the NE portal to proceed. From the towers, head north then jump down the ledge. Take the portal to the south. You will be taken back to Suspicion Island. Take the portal to the NW and you will be taken to *Sincerity Island*.

Save here, then continue north. Take the portal there to exit the ruins.

#### =Cello Tree=

Continue north, watch the following events.



After the scenes, examine the shrine to acquire a **Saint's Mirror**. Go north to the Cello Tree and examine the tree shoot/root for the 22<sup>nd</sup> **Score Piece**. Save if you want, then continue west to the next area.



#### =Cowbell Heights=

Nothing much to do here so continue north along the path to reach the next area.

#### =Mt. Rock Entrance=



There will be a merchant and a save point here. A short conversation will commence with the merchant. After that, rest and check your equipment/items. There will be new weapons and armor here so make sure you grab them. Head north to reach the mines.

# ETERNAL SONATA

=Mt.Rock =

Follow the winding path uphill to reach the next area. Keep heading west, then north to reach the mine shaft. There will be short dialogue with Jazz. Exit the mine shaft to the next area.



Continue west, across the wooden foot bridge. Defeat the enemy blocking the path and grab March's **No Name** from the chest. Backtrack to the main path and go north a bit to reach the split in the road. Take the path to the right first then through the tunnel. Follow the path again to reach another cavern. Find **Aloof Fiddle** there. Play scores 11 and 12 to get both A and B rewards. Backtrack to the main path, then head north to reach the next area.

Rank	Reward	Score
A	Sunlight Guards	11
B	Floral Powder	12



The wind here can drag your character and if not careful you could be dragged towards an enemy. Anyways, keep heading right to find an enemy guarding a chest. Defeat it and grab the **Antelope Armor**. Head north then go to the right to find a cavern. Enter it to find Retto's **Sunbringer** from the chest. Head all the way to the west. I suggest taking out the enemies here to gain a level or two. Continue west to reach the next area.

Check your equipment, skills and item set. Save then continue north. Watch the following scenes. You will be thrown in a boss battle afterwards.







### ##BOSS: Waltz, Dragon

If you have level grinded on the previous areas, then you should be at least LV42-45 at this point, which really makes the battle easy. The dragon has pretty low HP and a single 24-echo combo can take it down fairly quickly.

Now if you still want to be in the safe side, you may want to equip all your characters with Recovery Gloves and Orb. Put the Crimson Brooch to your main attacker and the Werewolf Choker to any of your combo-makers. For healers, Viola will still be your best bet since not only her arrow attacks are deadly at mid-long range but she can heal a great amount anywhere.

Waltz' attacks are fairly manageable and can be guarded. He can still deal massive amount of damage if not careful. Fortunately, he won't be flanking you from behind and attack you off guard. He does block a lot too, but not that frequent. Squeeze him between your characters and don't forget to use Harmony Chains when you get the chance. Using multi-hit special attacks can be very helpful in recovering echoes for consecutive harmony chains.

**REWARDS:** Vanquisher, Jokulsnaut, Demonic Mask

### Party Level 5

- Tactical Time will be reduced to zero. The action gauge will deplete immediately as soon as the character's turn starts.
- SP attacks can now be used in counterattacks
- Character movement speed will be increased to 50%
- Harmony Chains up to LV3. Allies must be nearby to activate a third special attack
- Item slots increased to 40

Watch the following scenes. The chapter ends. You will also unlock two achievements for completing this chapter and unlocking party level 5.



## CHAPTER 7

### HEROIC

Once you have control, jump to the space distortion. You will find yourself in another world. Continue up to the next area.

#### =Elegy City of the Moon=



There is a shop to the left. Upgrade your equipment and rest. Go to the small alley to the right of the stairs.



Examine the colorful pot between the umbrella and the tree to get a **Dark Tail**. Go upstairs and continue following the path to reach the next area.

Continue west until you reach the save point. Save here then continue further west. Examine the small shed/ stall in the southeast corner to get a **Rainbow EZI**. Go downstairs north to reach the next area.

#### =Noise Dunes of Fantasy=



Head northeast. Defeat the enemies along the way for some exp boost. Find a **Spade Clover** from the chest. Head south to the center a bit and find a lone blue orb. Apparently, it's the Elder. Talk to it and earn the permission to check out the main door back at Elegy. Make your way back to the city.



### =Elegy City of the Moon=



Head to the main door by the save point. The pink orb to the left of the main door is named Glamorous Oboe, which you must play Score Piece 28 to get the Rank A reward. You can do this in Encore or New Game+ mode only. Talk to the guard and gain access to the next dungeon.

### =Xylophone Tower of Shining Keys=

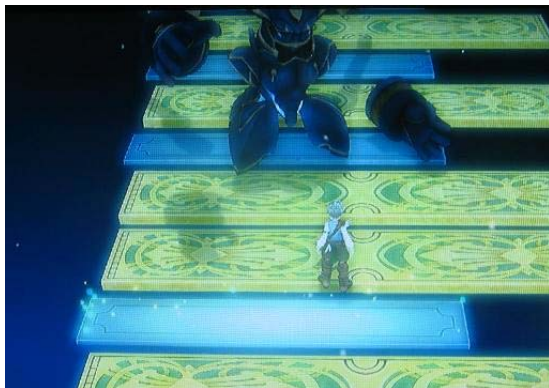


Examine the pedestal in the center. It is called Trio and it will explain what you'll need to do. You'll need to repeat after what the notes the guardian is playing. If you made a mistake, you'll need to talk to it again to reset the sequence and hear the rhythms again. Once you get the notes correctly, a staircase leading to the upper floors will appear.

There are 20 notes in total. Since there are duplicates please step on the key and activate it using the A button based on the note's numeral positions. (For example a G3 is the 3<sup>rd</sup> G-note from the left)

Enter the following notes: **Bb6 - G15 - F13 - G15**

Go up the staircase that will appear afterwards.

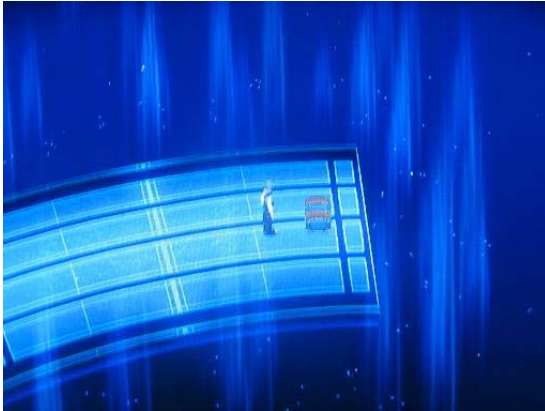


There will be enemies there so defeat them all along the way if you want. Continue up to reach the next area called *1F Landing*. In this area, go to the corner NE and find a chest with the **Mist Cape**. Go down a bit and take the central arc this time. Follow the path to the north and use the save point. Continue upstairs.

You will find yourself in the second xylophone room. This time, a stick pedestal called Quartet will play a longer music - which is based on the first one.

**Bb6 - G15 - F13 - G15 - F13 - Eb11 - Bb6 - G15 - C8 - C20**

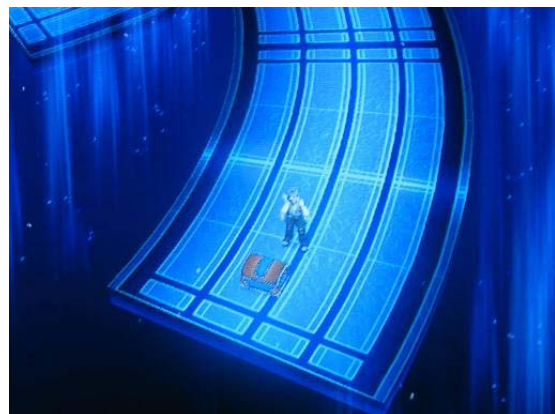
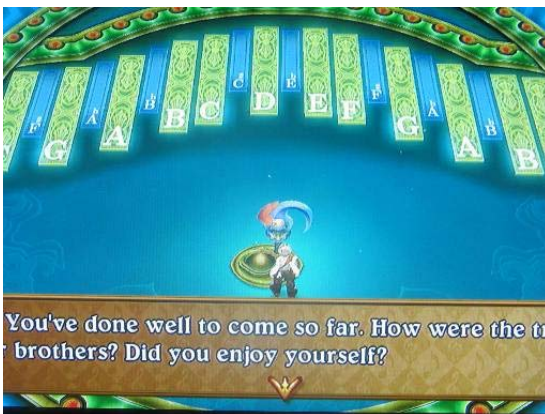
Go upstairs to the spiral to reach the next area (*2F Landing*)



Follow the arc to the NW. Find Salsa's **Ruthless** from the chest. Backtrack a bit then take the central arc to the west. Find another chest to the south, this time containing **Alice's Watch**. Continue north to another save point and up to the third room.

This time, the guardian Quintet will test your party. Not only that the song is longer, but the first few key will not light. Fortunately, this final song is based on the previous song from 2F. Play the following keys to proceed:

**Bb6 - G15 - F13 - G15 - F13 - Eb11 - Bb6 - G15 - C8 - C20 - G15 - Bb18 - Ab16**



Make your way upstairs through the spiral and to *3F Landing*. Walk north then take the central arc to the east. Go south and find **Nidhogg's Fang**. Go back to the west then go north until you reach the save point. Prepare your party for a boss fight upstairs.

**ETERNAL  
SONATA**





## ##BOSS: Ogre King & Wicked Shrub

These are just the upgraded versions of the previous bosses you have fought. They have the same attacks yet expect to be dealt great damage if not careful. The best solution is to abuse your LV3 Harmony Chains. An attacker with Werewolf Choker equipped can quickly store 32 echoes easily. Paired with a Crimson Brooch, expect to go over 100000+ damage in all hits connects.

Concentrate on one target at a time. It is almost impossible to flank the enemies and hit them both at the same time since the Ogre needs to step back to swing its large sword. Between the two, the Ogre King deals the most damage so make sure to take him out first.

**REWARDS:** Tyr's Left Arm, Eye of Horus, Thiassi's Bone Sword

After the battle, the seal to the Noise Dunes will be removed. You will also be back outside. Rest first by the merchant near the city's entrance then save. Head out the Noise Dunes this time. Continue north to reach the next area of the dunes.

## =Noise Dunes=



Head west first to locate Frederic's **Voiceless Scepter**. Head west a bit in the same area to reach a chest containing March's **Wheel of Will**. The chest is somewhat hidden in sunken sand. Now go back to the starting area and head west) for 3-4 screens, in the same direction. In the 4<sup>th</sup> or 5<sup>th</sup> screen, you be taken in a separate area called the Oasis.

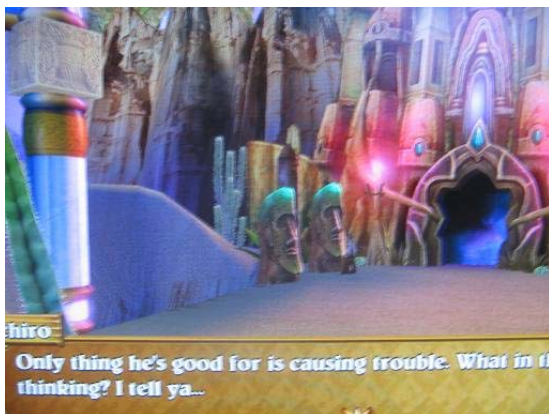
ETERNAL  
SONATA



Go north, behind the large door. Find another chest near the spring. Get the **Tyrant's Crown** from it. Save if you want, then head back to the east. Continue north to reach the Tower Entrance.

### =Tower Entrance=

On your way to the tower entrance itself, you will find four stone heads. Examine the one just left of the entrance. Learn about this mischievous stone head. Go back south and examine the lone head half-buried in the ground. Play the listed scores below to get both rewards.



Rank	Reward	Score
A	Shadow Helm	10
B	Chapel EZI	13

### =Double Reed Tower of Sand=

After saving, head west first to reach the western tower and then go up to the 2<sup>nd</sup> floor.





2FW - Go south, then up to the 3<sup>rd</sup> floor

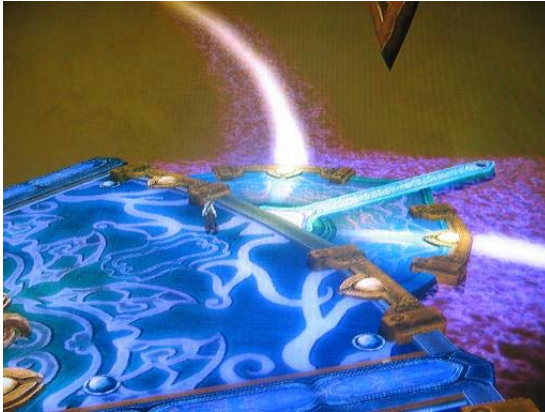
3FW- Go up. Follow the path east to reach a savepoint. Find also chest containing **Cerberus Canine** for Beat. Continue SE to find a path leading up to the next floor

4FW - There's nothing to do here so use the path up

5FW - Continue moving south and go up to the 6<sup>th</sup> floor

6FW - Head east, then take the path down to reach the separate area in the 5<sup>th</sup> floor.

5FW - Grab **Storm Shroud** from the chest, go back to 6FW.



6FW - Go up to the 7<sup>th</sup> floor this time.

7FW - Save at the savepoint and prepare for a boss battle.



### ##BOSS: Hidden One

This is the same boss you have fought in Fort Fermata. However, this beefed-up version of that boss has more damaging attacks, and can really wreak havoc to your characters if you're not careful. You can bring in healers if you want; but you can stay on the offensive with three powerful attackers and backed up only by clovers and floral extracts.

Fortunately, its attacks haven't changed at all since your last battle; that means you can block most of its attacks without any problems.

**REWARDS:** Tyr's Right Arm

Watch the scenes after the battle. Once you have control, save then make your way back to the 3<sup>rd</sup> floor. Head east this time, past the savepoint then go up to the next floor.

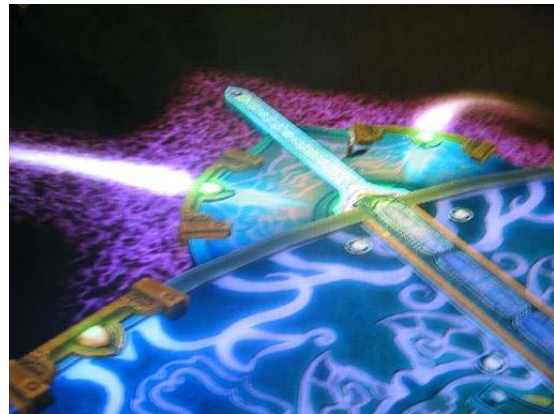
# ETERNAL SONATA

4FW - head south, then go up

5FW - Go straight to the next floor

6FW - Follow the path, then go west. Find two paths each leading to 7F and 5F. Go down first.

5FW - Grab **Spade Clover** from the chest. Go back up to 6FW, then to the 7<sup>th</sup> floor.



Here you'll find another save point and mini-boss. Check your party's equipment, item and skills then engage the enemy.



### ##BOSS: Herculean Boar

It's the stronger version of the boss in Heaven's Mirror Forest. Its attacks are fast and damaging so make sure you have a healer in your party. The rush attack is the strongest attack so far and it's really hard to guard against it.

No other special notes to mention here; you'll just need to remain on the offensive and heal as necessary

**REWARDS:** Lech Armor

Watch the following scenes. Sands will start pouring in, in the center of the tower. This means your job here is done. Go back to the entrance and take on the eastern tower.

# ETERNAL SONATA



You'll do the same thing on the 2<sup>nd</sup> tower. You will need to find and defeat 2 mini-bosses in order to proceed. Alright, let's start. Make your way to the second floor.

2FE - Head southeast. Follow the path until you find a chest to the west. Get Polka's **Teardrop** from it. Proceed to the next floor



3FE - Go north and around to the west until you reach a save point. Continue south then go to the next floor.

4FE - Get Frederick's **Daybreak Cloak** from the right side. Equip it to him then continue up.

5FE - Proceed to the next floor

6FE - Go northeast then down

5FE - Acquire **Lech Blade** from the chest. Go back up to 6FE.

6FE - Continue up

7FE - Save, prepare for a boss fight. Head SE to fight the mini-boss.



### ##BOSS: White Jewel

It's the same young dragon that Retto and Beat fought in Chapter 1. Its attacks are the same but of course, more damaging. Beware of its multi-bite attack; during Encore mode, it's pretty deadly, even with high level characters. Just abuse your Harmony chains and this boss should go down in no time.

**REWARDS:** Alvis Hoop

# ETERNAL SONATA

After the scenes, head back to the 3<sup>rd</sup> floor and take the other path leading up. (It is with the path going back to the first floor) Proceed to the next floor immediately.

3FE - Head past the savepoint, then go up to the next floor

4FE - Head SW then up

5FE - Go SW again to reach the path leading up to the next floor

6FE - Head west, then go down



5FE - Get Salsa's **Nodus** from the chest then go back up.

6FE - Take the path up

7FE - Save, prepare for a boss battle.



**##BOSS:** Unrest, Fire Antique x2

Get rid of the two smaller minions first. Remember to stay in close to the boss if you want all your attacks to connect. Be sure to guard as much as possible since its attack is quite powerful and solid.

**REWARDS:** Tyrant Slayer

After the following scenes, the sand in this tower will flow again. Now your job here is done so head back to the first floor and take the path leading down to the basement. Now take the central stairs and use the portal to reach the tower's top floor.





Now, prepare your best party. Make sure to equip all your characters with Recovery Gloves and Orb. Equip the Werewolf Choker and Crimson Brooch to your primary attackers as well. Save the game then continue to the large door when ready. You will face...



### ##BOSS: Ruined Body

This guy can deal enormous amount of damage if you fail to block most of his attacks. Fortunately, all his attacks are rather slow and blockable. Avoid attacking him up front because he can block most of it, wasting your chance to deal most damage.

He has really high HP as well so expect this battle to last longer. Just block, use LV24-32 special attacks and abuse your harmony chains and you should do fine.

**REWARDS:** Velmungdd's Lust

After the battle, a new portal will appear leading to the very last boss. You will also receive the **Hero's Crest**. Now before you face the final boss, I suggest checking out the bonus dungeon called **Mysterious Unison**. Why? Because of the following:

- 5 achievements can be unlocked only when you complete this dungeon:

Hero's Gate	30GS
Unlocked Party Level 6	20GS
Rondo's Return	50GS
Claves's Resurrection	50GS
Grand Finale	70GS

-there are 3 (23-25) exclusive score pieces found only inside the Unison. Note that there is an achievement for completing all score pieces; they do carry over when you start your game again.

-the enemies inside the unison deal immense damage on normal mode. Imagine facing them during encore mode or your second playthrough.

With that said, if you decide to clear the Unison first, exit out of the room, then back down to the tower basement. Exit the tower back to the dunes.

**NOTE:** I will cover the Unison in a separate section so let us just continue with the normal playthrough



Save, then jump to the space distortion to reach the final part of the game. Watch the following scenes. After that, you'll need to battle the last boss...



### ##BOSS: Frederic

Frederic is a fairly easy boss even if you haven't completed Mysterious Unison. However, don't take him easily since he does have a high block rate and he has some attacks that he can only use as a boss. Sandwich him between your fighters and use LV24-32 harmony chains on every turn you can. He should go down rather quickly.

**REWARDS:** None

After the battle, watch the rather confusing and melodramatic ending. You will also be prompted to save your game. In that cleared save game, you will just have the option to view the ending or start a new game (Encore mode). If you still have stuff to do, save on a separate slot.

### Congratulations for completing the game!





## Post Game Notes

To start Encore Mode or New Game plus, you'll need to load the completed save game file that you have completed earlier. In new game plus, the following shall apply:

- All collected score pieces will be retained
- The Hero's Crest will be retained, enabling you to access Mysterious Unison before you enter the Reed Tower of Sand
- New Score NPCs will be available
- Enemies have double the amount of HP, plus +50% to their attack and defense ratings while giving the same amount of exp.
- Score pieces 26-32 will be available
- New sidequests and items will be available
- An additional trading chain will be available
- You will have the ability to warp to different locations freely after reaching Chapter 6.
- New EZI items required to complete the 321 point achievement, EZI Worshipper.

## Mysterious Unison

To enter this bonus dungeon, you need the Hero's Crest that will be dropped by the Ruined Body boss on your first playthrough. Head out of the tower then to the dunes (where the screens keep on repeating) Head east for 3-4 times to reach the oasis (where you found the Tyrant Crown earlier) Use the Hero's Crest on the door to open it. The corresponding achievement will be unlocked as well. Enter the door.



You will find Claves on the central circle. After some conversation, you will learn that her soul has been broken down to 7 pieces and you'll need to collect them all to revive her completely. The shards can be found in chests, dropped by bosses and there is one that you'll need to purchase. Alright, before you start your adventure, consider the following:

- Have a healthy supply of recovery and revival items. There are item shops inside the Unison and absolutely no healing points.
- Make sure your party's average base level is 55+ at least. The normal enemies here can immediately dispose of you if you are underleveled.

# ETERNAL SONATA

- The Unison has 13 floors. You will travel to each floor by red portals. Blue portals will allow you to return.
- The save point in the entrance is the **ONLY** save point in this dungeon. It will be wise to find the portal to the next floor immediately, then go back to the entrance to save before exploring the new floor.

Okay when ready, save your game and proceed to the next area. The portal is blocked by a dragon. Defeat it to unlock **Party Level 6** and the corresponding achievement to it.





In party level 6, you'll have the following bonus:

- item slots increased to 50
- Stored echoes are retained after a harmony chain, making it available for the next battle.
- Harmony chains are extended to 6. Your fighting party will be able to execute two different special attacks each. If a character's primary and secondary special attack is the same, then he/she will only be able to perform that special attack. Try having a long range special attack as your secondary, so that your allies can provide support even while at a distance.
- As an offset, the Y, B and A buttons will be re-arranged after every special attack performed during a Harmony Chain.

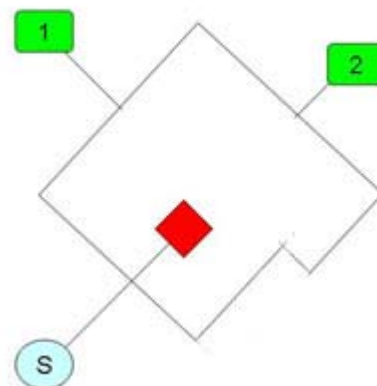
Once you have done that, I suggest going back and save. If you have problems bringing down the dragon a while ago, take note that those are just normal enemies in the first few floors. I will include a basic map to guide you through the items. There will be bosses in the 2<sup>nd</sup>, 11<sup>th</sup> and 13<sup>th</sup> floors so make sure you do some level grinding in the earlier floors as well.

### Basement Level 1

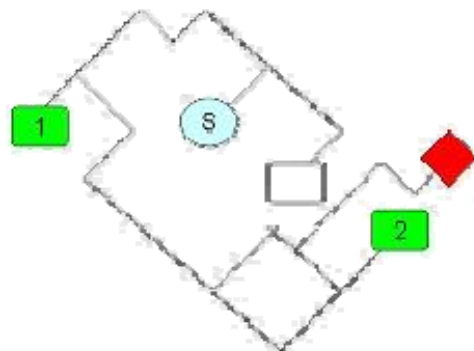
Legend:

-  - Starting position, return portal (to previous floor or entrance)
-  - Portal to next floor
-  - Treasure chest
-  - Empty room

1. Titania's Bow
2. Soul Shard



### Basement Level 2



1. Iron Gloves
2. Pervious

**ETERNAL  
SONATA**



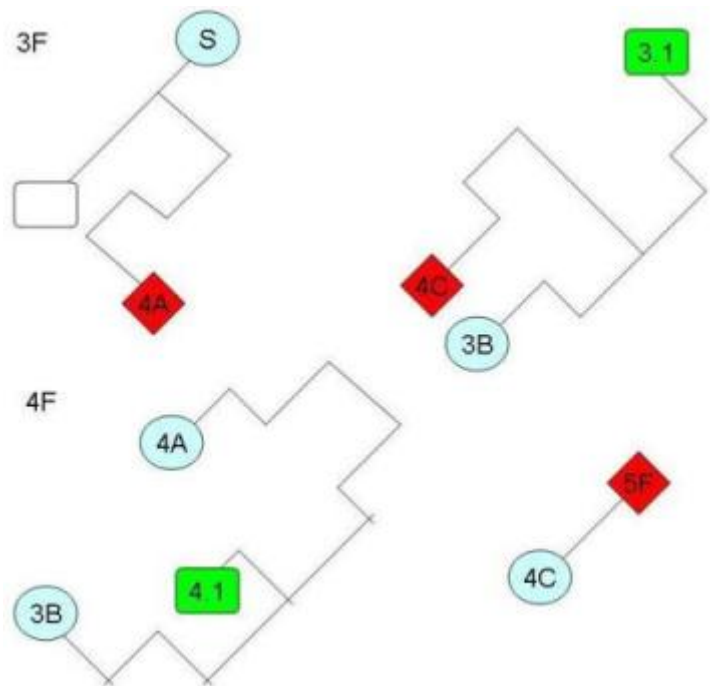
## 2F BOSS: Deep Lurker



## Basement Level 3 and 4

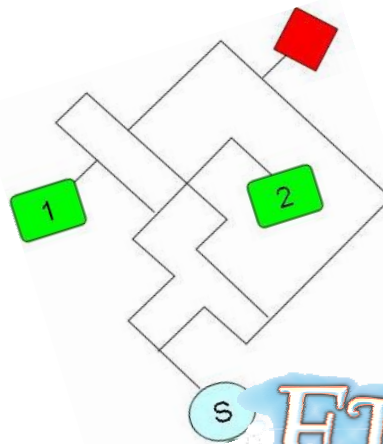
Level 3 and 4 are connected so you'll need to go up and down between them to reach 5F.

3.1 Soul Shard  
4.1 Score Piece 23



## Basement Level 5

1. Athena's Shield  
2. Nagul Fang

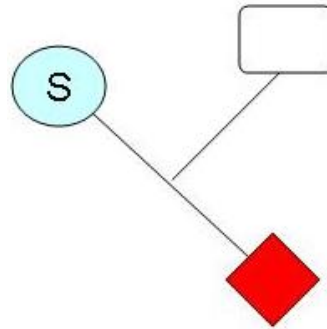
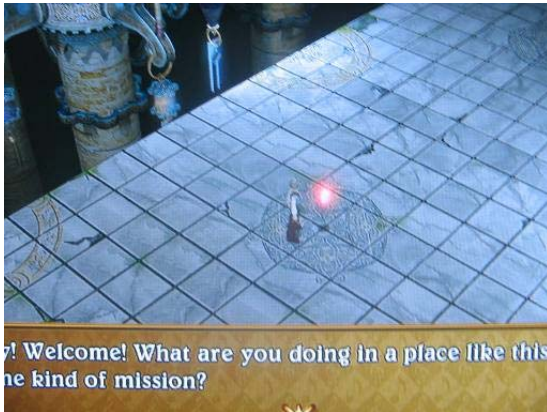


ETERNAL  
SONATA

## Basement Level 6

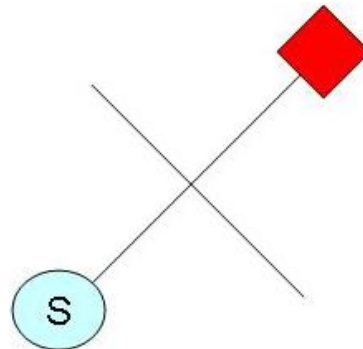
There is no item in this area but this is where you'll find a spirit that offers you to "shower" or to "eat". Shower starts at 10,000G and will heal your party's HP and MP while eating will give you the option to buy one of the Soul Shards for 99,999,999. Though it may seem almost impossible to earn at first, you can actually earn that much pretty easily by defeating certain enemies on the 11<sup>th</sup> and 12<sup>th</sup> floors. They drop 3,000,000 per battle.

The empty chest is basically worthless so don't waste time checking it out. Don't get ripped off by paying that much to recover your party's HP and MP. Just return to the entrance, save then proceed to the next floor.



## Basement Level 7

This floor will get you stuck if you don't know the trick. To get past, take the southeastern path three times then head northeast to find the portal.



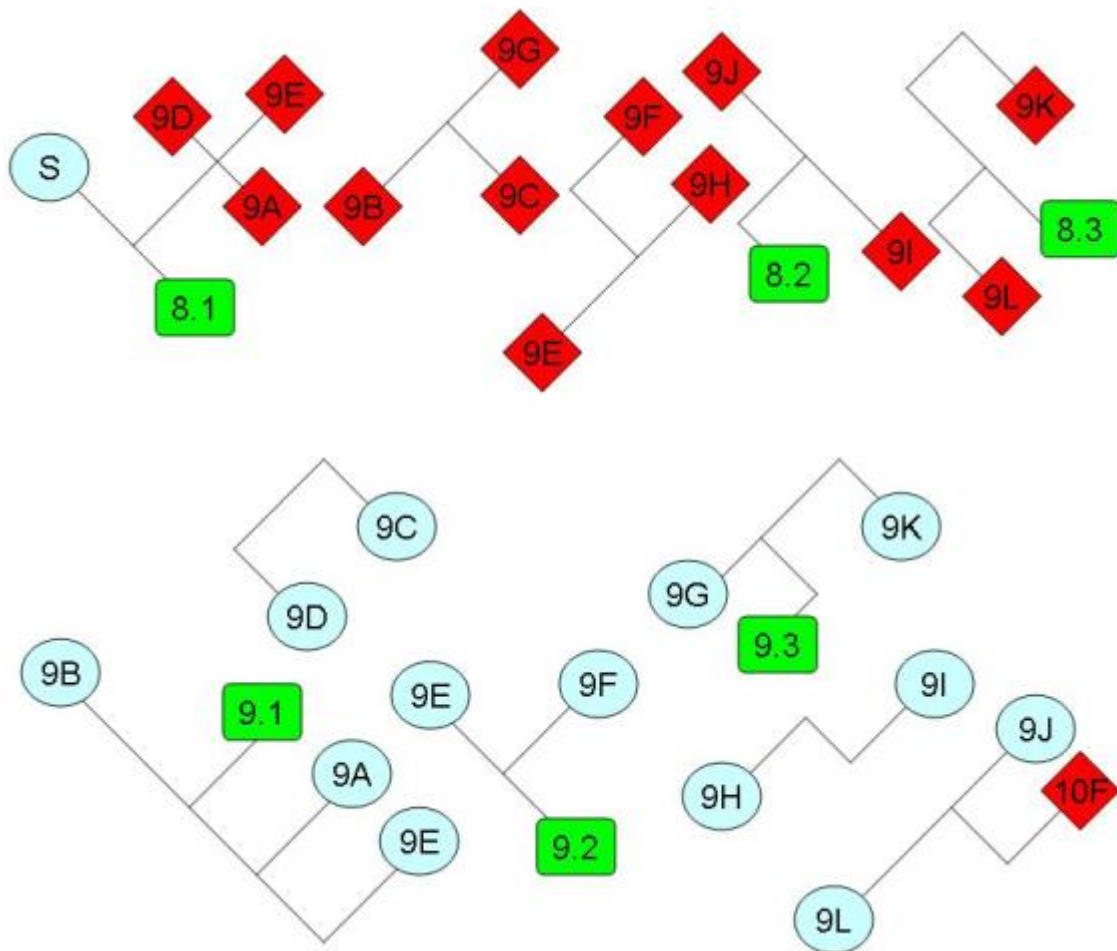
## Basement Level 8 and 9

These two floors are connected which can really be a pain if you are exploring this level without the help of a map. There are 6 items to be collected in total. Refer the diagram below so that you can plan the best course to get all items without running all over the place.

- 8.1 Lenil Coat
- 8.2 Soul Shard
- 8.3 Seven Branched
- 9.1 Azure Umbrella
- 9.2 Dragon Armor
- 9.3 Score Piece 24

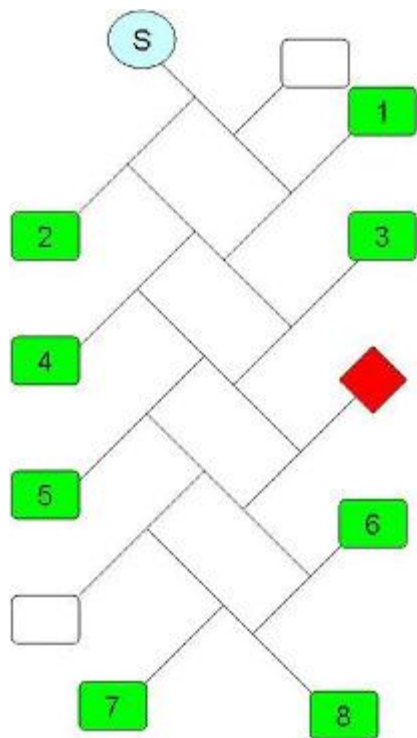






### Basement Level 10

This floor may seem like a bonus stage with al the good stuff you can get. The place isn't that complicated at all. Refer to the diagram below to plot your fastest route possible.



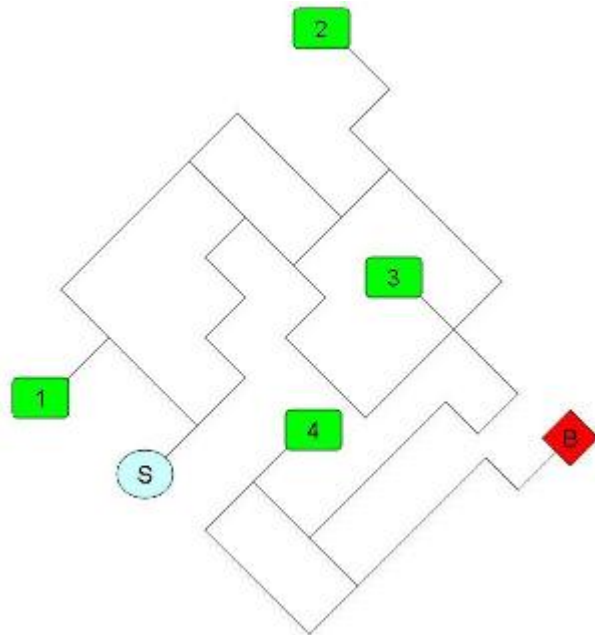
1. Freudhersch
2. Peacock Dress
3. Alfheim
4. Nemesis Sword
5. Skofnung
6. Best Lot
7. Niflheim
8. Cupid's Head

ETERNAL  
SONATA

### Basement Level 11

Rondo is guarding the portal to the last floor and you'll need to defeat her in order to proceed. I recommend collecting all the items first then head back to the entrance and save. Also, make sure you equip all the new equipment you have and decide on your "power team" - your main battle party. This way, you can concentrate on level grinding team and putting the best accessories on them as well.

1. Achilles' Armor
2. Lord's Reign
3. Solomon's Ring
4. Retaliator



### 11F BOSS: Rondo



There isn't really a quick/easy way to defeat Rondo. You'll need to have lots of healing items and the best equipment you can get at the moment. Don't your opportunity to unleash harmony chains at full 32 echoes. If you are having problems defeating Rondo here, then you won't be able to defeat the last boss of this dungeon. Rondo has some really good attacks; try to block them as much as possible and have HP absorb/Auto-HP recovery accessories with you as well.

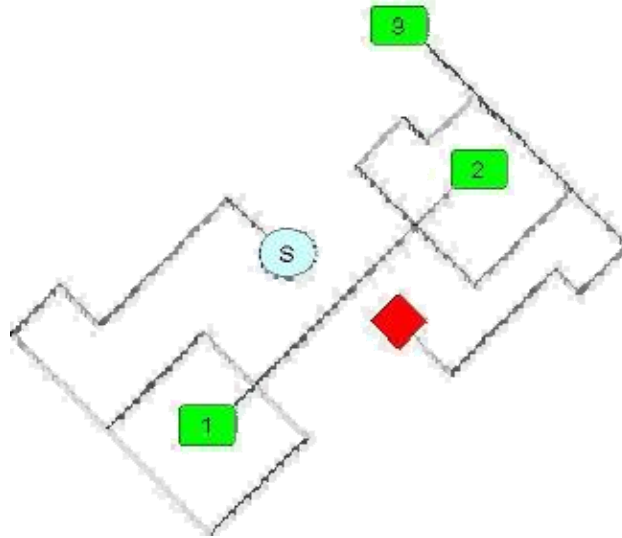
After the battle, you'll unlock the achievement for defeating Rondo, as well as another Soul Shard





## Basement Level 12

1. Sheol Sword
2. Score Piece 25
3. Bezwel's Sword



## Basement Level 13

In this level, you will need to defeat the final boss to collect the last soul shard and to clear this dungeon. Take note that Annihilator will only be available if you already have the 6 Soul Shards in possession. Be warned also that this boss hits hard - the higher your level, you have better chances of survival. No special tactics here; just attack, flank the boss from different sides so that only one character will get damaged if he attacks. My party is consisted Jazz, Retto and Salsa. Salsa is my combo builder, Jazz as my attacker/tank and Retto as my all-rounder. Stock a lot of healing items, preferably those high-level Clovers. If you have rare recovery items, use them here if necessary. You won't be using them when facing the final boss of the main story anyway. It may actually take a while, even if your guys deal five-digit damage per hit, since this boss has millions of HP.



After defeating the boss, you'll receive the corresponding achievement. Now Claves is fully resurrected, you can now use her outside of the Unison - though it may too late in the game to enjoy using her at all. You may now return to the Tower of Sand and face the final boss.

# ETERNAL SONATA

## Second Playthrough

Your second playthrough basically follows the same storyline and bosses. The only difference is that there will be additional events, sidequests, EZI items and score pieces that can be unlocked.

\*\*\*\*ONGOING\*\*\*\*

\*\*\*\*ONGOING\*\*\*\*

\*\*\*\*ONGOING\*\*\*\*

\*\*\*\*ONGOING\*\*\*\*

\*\*\*\*ONGOING\*\*\*\*

